100 GAMES RATED

AUG. 86 NO.30 $2.95

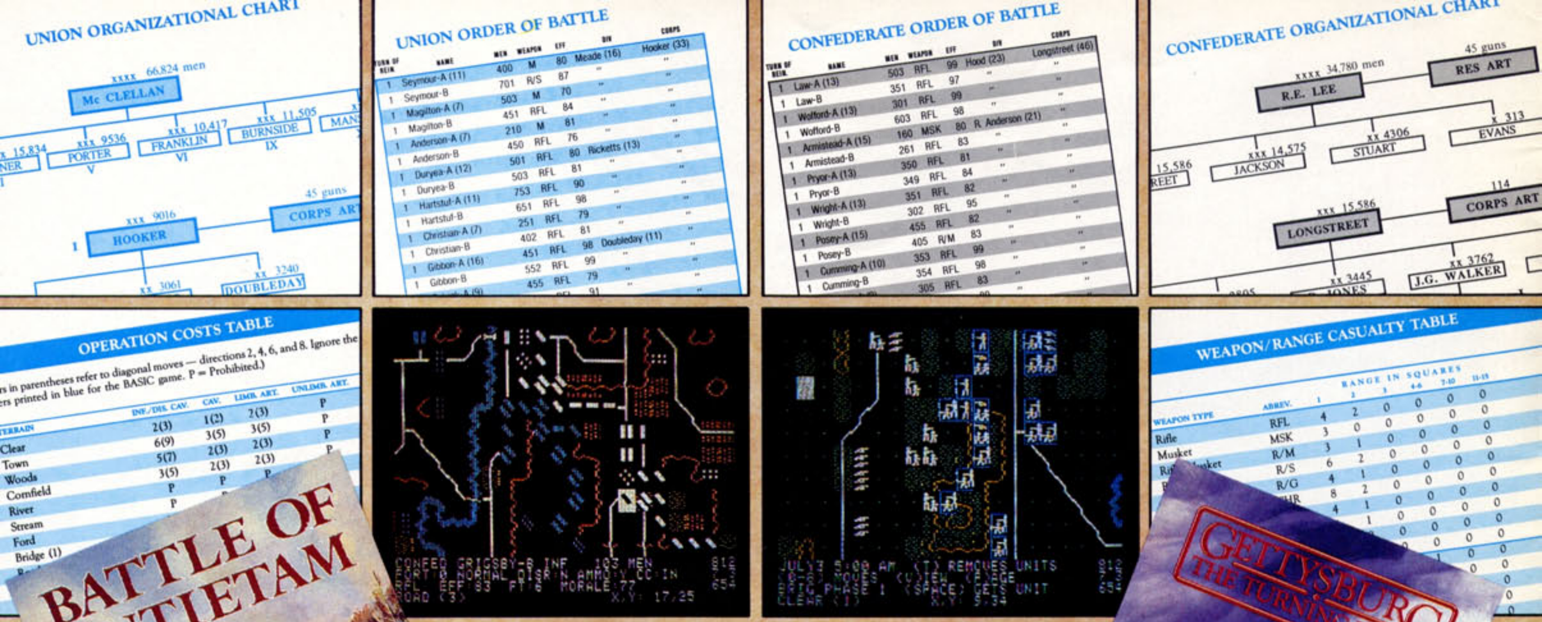
COMPUTER GAMING WORLD

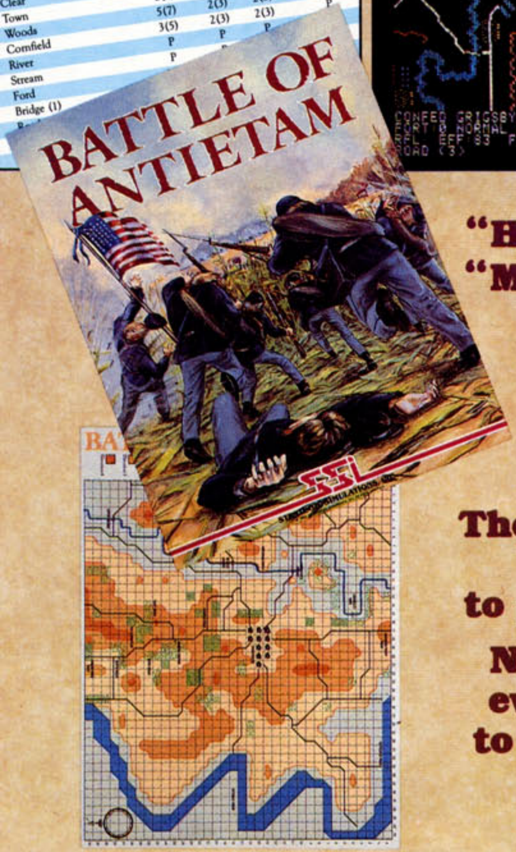
THE JOURNAL OF COMPUTER GAMING



Phantasie II

Also In This Issue: AMERICAN DREAM • GAMEMAKER • GBA CHAMPIONSHIP BASKETBALL







"HIGHLY RECOMMENDED"
"MORE THAN FIRST RATE"
"EXCELLENT GAME"
"REVOLUTIONARY"
"A TRUE CLASSIC"
"A MUST"

These were some of the words magazine critics used to praise Battle of Antietam.™

Now, they're going to need even stronger superlatives to describe our new game — GETTYSBURG: The Turning Point.™

After the long months of hard work it took to create *Battle of Antietam*, we knew we had a very special winner on our hands. We're happy to see that the gaming public feels the same way:

"Battle of Antietam... *marks a long awaited return by (SSI) to the Civil War. Let's just say it was worth the wait... Inside (the package) you'll find ...one of the most complete manuals to be found in computer gaming. And we do mean complete!... SSI and the authors have created more than a first rate grand tactical simulation.... They have captured some of the look and 'feel' of Civil War combat, and it shows."*

— Computer Gaming World, April 1986

"Battle of Antietam *is a must for anyone with even a mild interest in the Civil War. The simulation is easier to understand than many others of its kind... it's more than just another game."*

— COMPUTE!'s Gazette, June 1986

"Like all SSI games, Battle of Antietam *has been meticulously researched and is a tactical game on a grand scale... SSI has produced dozens of computer war games, gathering praise from many sources.* Battle of Antietam, *however, may transcend previous efforts and become a true classic."*

— COMPUTE! June 1986

"Battle of Antietam *is highly recommended... highly absorbing and a superb presentation of one of the most historic battles of the Civil War."*

— Computing Today! May 1986

Needless to say, we're pleased by this flood of compliments. But at SSI, we're our own harshest critics, which is one reason SSI continues to be the acknowledged leader in computer wargaming. We immediately set out to create another Civil War game that further raises the standard for strategy simulations. The proud result is *GETTYSBURG: The Turning Point*.

Advertisers have been accused of stretching their imagination to come up with incredible superlatives. Get ready to stretch yours after you've picked up a copy of these two games from your local computer/software or game store.

If there are no convenient stores near you, VISA & M/C card holders can order *Battle of Antietam* ($49.95) and *Gettysburg: The Turning Point* ($59.95) directly by calling **toll-free 800-443-0100, x335**. To order by mail, send your check to: **STRATEGIC SIMULATIONS, INC.**, 1046 N. Rengstorff Ave., Mountain View, CA 94043. (California residents, add 7% sales tax.) Please specify computer format and add $2.00 for shipping and handling.

All our games carry a "14-day satisfaction or your money back" guarantee.

WRITE FOR A FREE COLOR CATALOG OF ALL OUR GAMES TODAY.

On disk for the Apple®II series with at least 48K RAM; Commodore™64 or 128; Atari® 400/800/XL/XE with at least 48K RAM; or IBM®PC/PCjr.

Apple, Commodore, Atari, and IBM are trademarks of Apple Computer, Inc., Commodore Electronics, Ltd., Atari, Inc., and International Business Machines Corporation, respectively.

©1986 by Strategic Simulations, Inc. All rights reserved.

MENU

Number 30 August 1986

Editor:	Russell Sipe
Asst. Editor:	Bill Oxner
Art Director:	Vince DeNardo
Business Manager:	Gerrie Adams
Subscriptions:	Gerrie Adams
Products Manager:	Kirk Robinson
Adventure Game Editor:	Scorpia
Contributing Editors:	Gregg Williams
	Bob Proctor
	Jay Selover
	Rick Teverbaugh
	Roy Wagner
	Patricia Fitzgibbons
	Leslie Bunder
Ad Director:	Jay Eisenberg
Ad Manager:	Carole Andrews
Cover Artwork:	Christopher White

COMPUTER GAMING WORLD (ISSN 0744-6667) is published nine times per year by Golden Empire Publications Inc., 515 S. Harbor Blvd., Suite A, Anaheim, CA 92805. Second Class Postage Paid at Anaheim CA 92803 and additional mailing offices.

Contents are copyrighted by Computer Gaming World, 1986.

Postmaster: Send address changes to Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4666.

The subscription rate for 9 issues (one year) is $19.95. Canadian subscriptions add $7.00. Outside of U.S. and Canada add $26.00 (foreign air). All payments must be in U.S. dollars, made by check drawn upon a U.S. bank, Visa Card, Master Card, or money order.

Psalm 9:1-2
Compuserve (76703,622)
Telephone: 714-535-4435

NATIONAL AD REPRESENTATIVE
JE PUBLISHER'S
REPRESENTATIVE COMPANY
6855 Santa Monica Blvd., Suite 200
Los Angeles, CA 90038

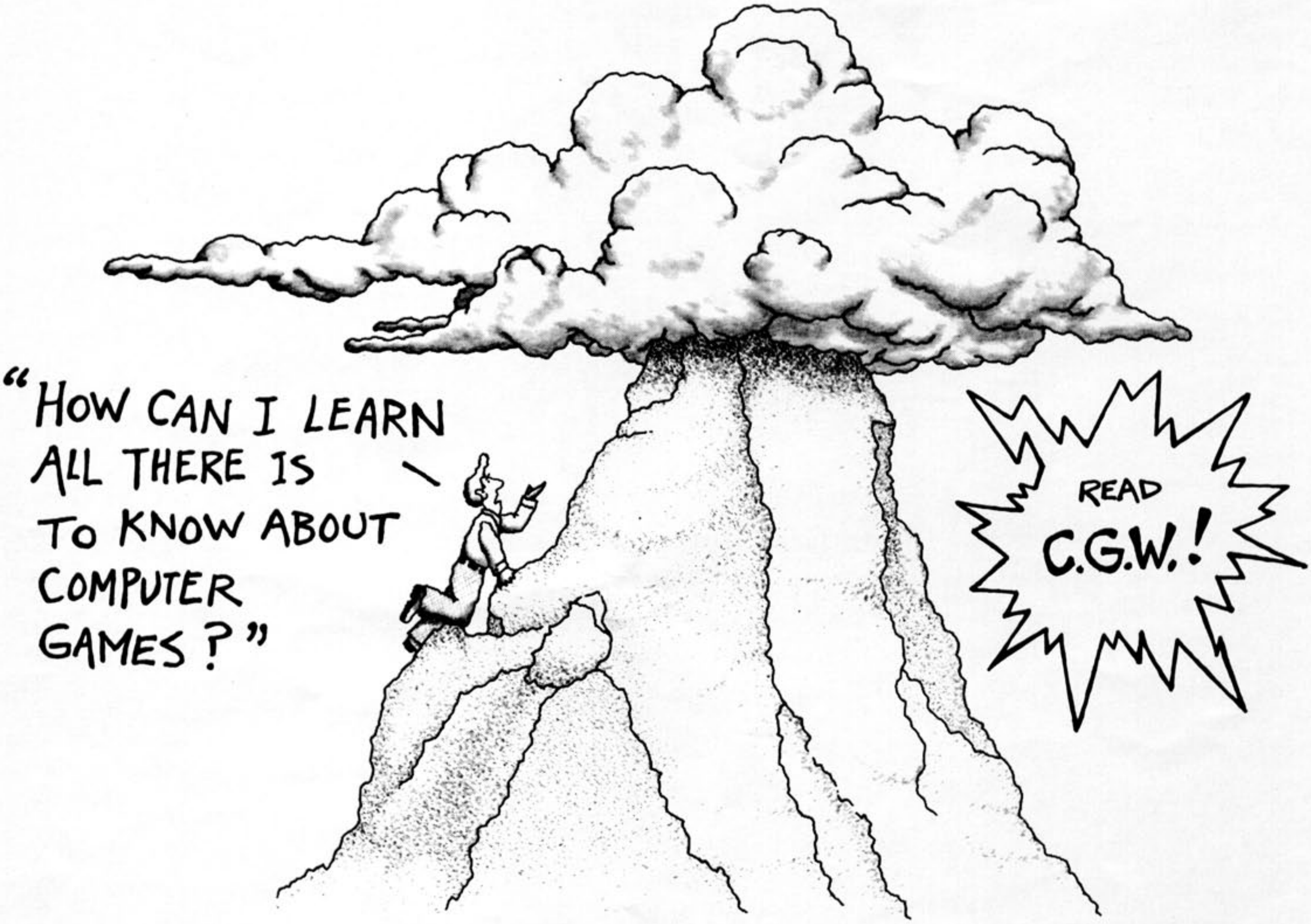
Los Angeles	(213) 467-2266
San Francisco	(415) 864-3252
New York	(212) 724-7767
Denver	(303) 595-4331
Dallas	(214) 660-2253
Boston	(617) 437-7628
Chicago	(312) 445-2489

Advertisers List on Page 5

Circle Reader Service #1

FEATURES

DEPARTMENTS



COMPUTER GAMING WORLD.

The highest authority on computer games.



If you've been searching for the ultimate source of knowledge on computer games, you don't have to climb the highest mountains or gaze into the heavens. Simply subscribe to *Computer Gaming World*.

For five years, computer gamers have turned to CGW for all the information they need. No magazine has reviewed more games, given more strategy tips, shown more screen photos and rated more games. Whether you're into strategy, adventure or action software, we've got you covered.

Computer games are not cheap. Ill-advised purchases can be costly. At only $19.95 for nine issues, CGW lets you preview hundreds of games before you buy. In addition to our in-depth reviews, each issue rates about 100 games based on reader surveys.

If we help you make one good selection or avoid a bad one, you have already recovered more than the subscription price.

Subscribe today and save over $6.50 off the newsstand price.

TAKING A PEEK

Software Country
9713 Santa Monica Blvd, Ste 204
Beverly Hills, CA 90210
213-278-8450

CHESSMASTER 2000: A very nice new entry into the ranks of chess programs. 12 different levels of play; the computer will make 1 move every 7 seconds at level 1 - 1 move every 3 minutes at level 10. Large library of openings. The disk includes 100 classic games. Excellent screen display can be viewed in two or three dimensions. Gives hints for your next move. Teaching mode displays all squares to which a selected piece may move. Can be played as player vs player, player vs computer or computer vs computer. Apple, Atari, C64/128, Amiga, ST. Circle Reader Service # 23.

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

ULTIMATE WIZARD: Run, jump and climb through a world of treasures, sorcery and creatures in this arcade release. 100 levels provided, plus a construction set to create your own challenges. 10 different magic spells, 20 different monster types and 4 treasure types. C64/128. Circle Reader Service # 24.

Mindscape Inc.
3444 Dundee Road
Northbrook, IL 60062
312-480-7667

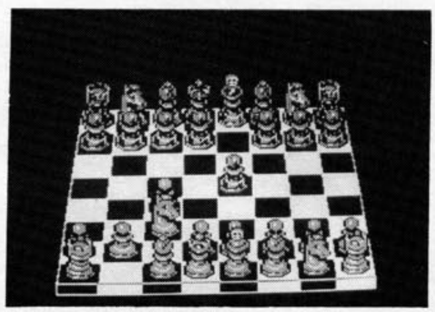
THE AMERICAN CHALLENGE: A match race sailing simulation puts you on-board the sailboat, controlling sail, rudder and centerboard as your instrument panel monitors wind speed, wind direction and boat heading. Eight courses to race. One or two players. Includes a 45-rpm record with a sailing tutorial on one side and an original song about the America's Cup on the other. Apple, IBM. $39.95. Circle Reader Service # 25.

BOP'N WRESTLE: Arcade wrestling simulation. Use the joystick or keyboard to control Gorgeous Greg, Angry Abdul or one of eight other wrestling stars. Choice of moves such as the "atomic drop" and "pile driver". One or two players. C64/128. Circle Reader Service # 26.

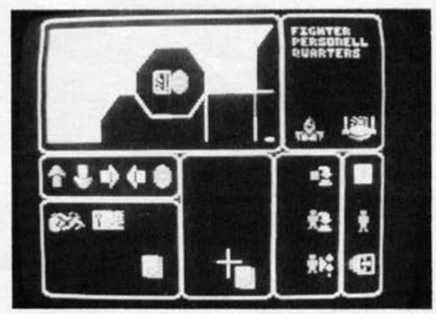
SHADOWFIRE GAME CHANGER: If you own the game of *Shadowfire* then this

ADVERTISERS

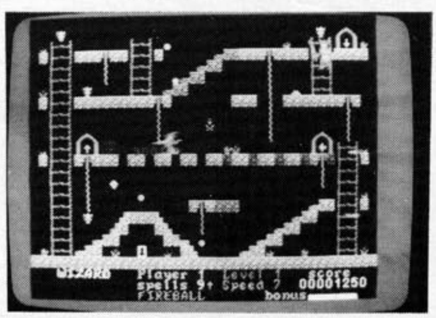




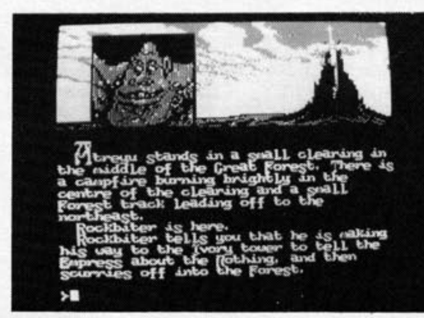
Chessmaster 2000



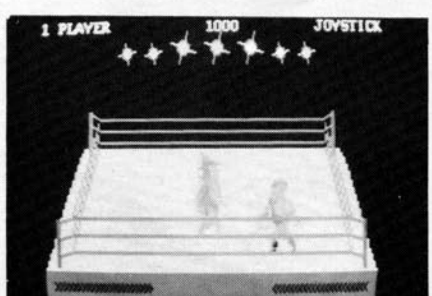
Shadowfire Game Changer



Ultimate Wizard



Never Ending Story



Bop n' Wrestle



Mind Pursuit

program will give you total control over that universe. You can use the changer to change saved games or create completely new ones. C64. Circle Reader Service # 27.

Datasoft
19808 Nordhoff Place
Chatsworth, CA 91311
818-886-5922

THE NEVER ENDING STORY: Real-time, graphics text adventure. Original film music, split-screen display. The world of Fantasia is in peril and you, Atreyu, have been chosen to fulfill this generic adventure. Apple 64K. Circle Reader # 28.

MIND PURSUIT: Yet another trivial pursuit variant. Six categories, three game options and three difficulty levels. Up to four players. Hi-res graphics. Additional questions disks available. Apple 64K. Circle Reader Service # 29.

Manhattan Software
PO Box 148
Peterborough, NH 03458
603-924-9998

CASINO CRAPS: Gambling simulation. Contains all the bets and all the odds of the game of craps. IBM 64K, monochrome board. $35. Circle Reader Service # 30.

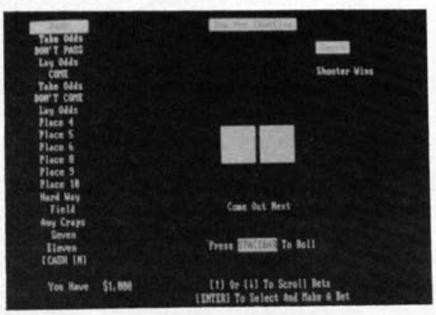
Activision, Inc.
2350 Bayshore Frontage Road
Mountain View, CA 94043
415-960-0410

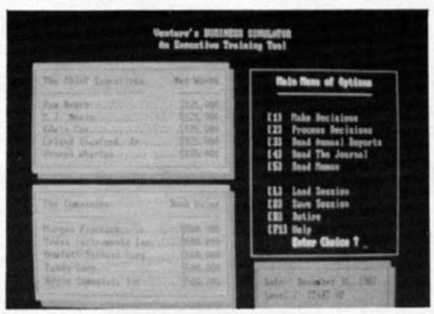
MURDER ON THE MISSISSIPPI: Graphics and text murder mystery set on a Mississippi riverboat. The player must guide two detectives throughout the boat searching for clues and examining suspects. Completely joystick driven. *CLUE* on a boat. Apple, C64/128. $39.95 and $34.95 Circle Reader Service # 31.

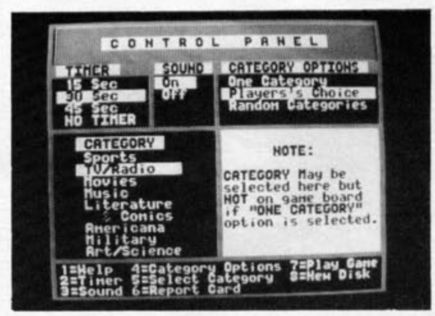
Firebird Licensees Inc.
PO Box 49
Ramsey, NJ 07446
201-934-7373

COLOSSUS CHESS IV: Sophisticated chess program. Supports all rules of chess including under-promotions and draws by repetition. Two and three dimensional video displays. Classic game library on program disk. Maximum of 12 ply lookahead, otherwise you can set the difficulty level by determining time computer is permitted for each move. Apple, C64/128. $34.95 Circle Reader Service # 32.

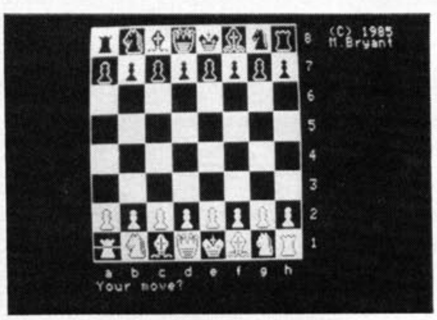
FRANKIE GOES TO HOLLYWOOD: Hi-res graphics adventure/arcade game. As the documentation states, "The ultimate goal of *Frankie* is to become a complete person and to achieve this you must reach the top of the Bar Charts (when the word BANG will


Casino Craps

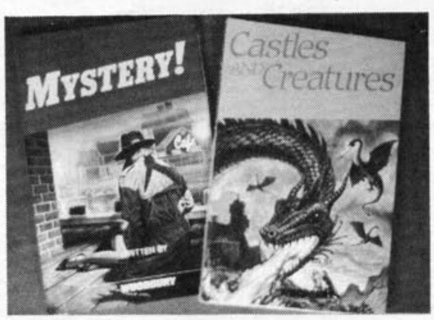

Business Simulator



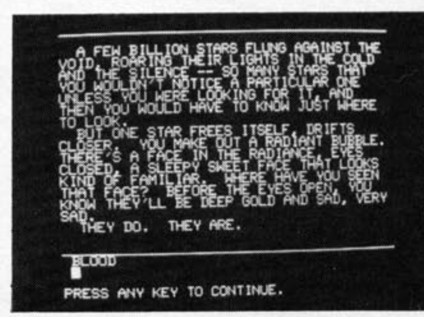
Trivia 85



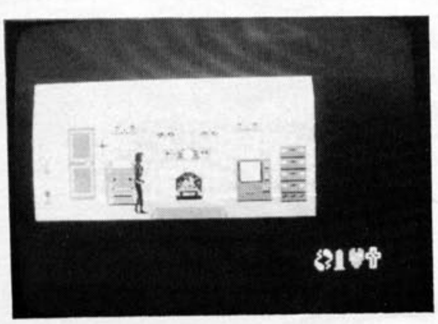
Colossus Chess

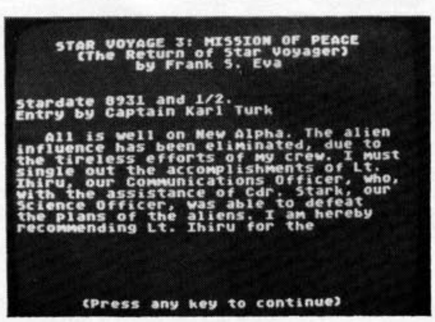


Play Writer Series

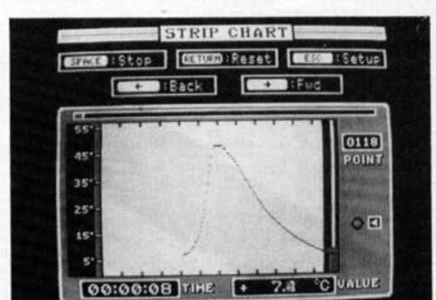


Breakers


Frankie Goes To Hollywood



Return of Star Voyager



Science Toolkit

COMMODORE 64 COMPUTER

(Order Now)

$149.95

- C128 Disks 79¢ ea.*
- Comstar Writer 64 $19.95
- 13" Color Monitor $139.95

COMMODORE 64 SYSTEM SALE

Commodore 64

Com. 1541 Disk Drive

13" Color Monitor

Plus $30.00 S&H

$457

(Ltd. Qty)

C128 Commodore Computer & 1571 Disk Drive

$499.00

- Voice Synthesizer $39.95
- 12" Monitor $79.95

CALL BEFORE YOU ORDER

SPECIAL SOFTWARE COUPON

PRICES MAY BE LOWER

COMMODORE 64 COMPUTER $149.95

You pay only $149.95 when you order the powerful 84K COMMODORE 64 COMPUTER! LESS the value of the SPECIAL SOFTWARE DISCOUNT COUPON we pack with your computer that allows you to SAVE OVER $250 off software sale prices!! With only $100 of savings applied, your net computer cost is $49.95!!

* C128 DOUBLE SIDED DISKS 79¢ EA.

Get these 5¼" Double Sided Floppy Disks specially designed for the Commodore 128 Computer (1571 Disk Drive). 100% Certified, ***Lifetime Warranty***, Automatic Lint Cleaning Liner included. 1 Box of 10 - $9.90 (99¢ ea.), 5 Boxes of 10 - $44.50 (89¢ ea.), 10 Boxes of 10 -$79.00 (79¢ ea.).

13" COLOR MONITOR $139.95

You pay only $139.95 when you order this 13" COLOR MONITOR. LESS the value of the SPECIAL SOFTWARE DISCOUNT COUPON we pack with your monitor that allows you to save over $250 off software sale prices!! With only $100 of savings applied, your net color monitor cost is only $39.95. (16 Colors).

Premium Quality 150-170 CPS Comstar Aero 160 Printer $199.00

The COMSTAR Aero 160 gives you a 10" carriage, 150-170 CPS, 9 x 9 dot matrix with double strike capability for 18 x 18 dot matrix (near letter quality), high resolution bit image (120 x 144 dot matrix), underlining, back spacing, left and right margin setting, true lower decenders with super and subscripts, prints standard, block graphics and special characters. It gives you print quality and features found on printers costing twice as much!! (Centronics Parallel Interface) List $499.00 **Sale $199.00.**

9" SAMSUNG GREEN SCREEN MONITOR

Super High Resolution composite green screen monitor. Perfect for 80 column use with The C128 computer (Req. $19.95 Cable) List $129.95 **Sale $59.95.**

80 COLUMNS IN COLOR COMSTAR WRITER 64 WORD PROCESSOR $19.95

This COMSTAR WRITER 64 WORD PROCESSOR is the finest available for the COMMODORE 64 computer! The ULTIMATE FOR PROFESSIONAL Word Processing, DISPLAYS 40 or 80 COLUMNS IN COLOR or black and white! Simple to operate, powerful text editing, complete cursor and insert/delete key controls line and paragraph insertion, automatic deletion, centering, margin settings and output to all printers! List $99.00. **SALE $19.95. *Ltd. Qty Closeout Item***

We pack a SPECIAL SOFTWARE DISCOUNT COUPON with every COMMODORE 64 COMPUTER, DISK DRIVE, PRINTER, or MONITOR we sell! This coupon allows you to SAVE OVER $250 OFF SALE PRICES!!

(Examples)

PROFESSIONAL SOFTWARE COMMODORE 64

Name	List	Sale	Coupon
PaperClip	$59.95	$34.95	$29.95
Consultant	$59.95	$49.95	$39.95
Leader Board	$39.95	$24.95	$22.95
The Print Shop	$44.95	$27.95	$26.95
Halley's Project	$39.95	$22.95	$19.95
Practicalc (spread sheet)	$59.95	$19.95	$14.95
Voice Command Module	$79.95	$39.95	$34.95
Nine Princes in Amber	$32.95	$24.95	$21.95
Super Bowl Sunday	$35.00	$22.95	$19.95
Flip and File Disk Filer	$24.95	$14.95	$12.95
Pro Joy Stick	$19.95	$12.95	$10.00
PartyWare	$19.95	$14.95	$11.95
Dust Cover	$ 8.95	$ 6.95	$ 4.60
Financial Planner Sylvia Porter	$59.95	$38.95	$35.95
Hardball	$29.95	$18.95	$16.95
C64 Troubleshoot & Repair Guide	$24.95	$15.95	$12.95

(See over 100 coupon items in our catalog)

Write or call for Sample SPECIAL SOFTWARE COUPON!

ATTENTION
Computer Clubs
We Offer Big Volume Discounts
CALL TODAY!

PROTECTO WARRANTY

All Protecto's products carry a minimum 90 day warranty. If anything fails within 90 days from the date of purchase, simply send your product to us via United Parcel Service prepaid. We will IMMEDIATELY send you a replacement at no charge via United Parcel Service prepaid. This warranty proves once again that ***We Love Our Customers.***

C128 COMPUTER & 1571 $499.00

Now you can get the C128 Commodore computer & the 1571 Disk Drive for one low price of only $499.00. List $698.00 **SALE $499.00.**

340K 1571 COMMODORE DISK DRIVE $259.00

Double Sided, Single Disk Drive for C-128 allows you to use C-128 mode plus CPM mode. 17 times faster than 1541, plus runs all 1541 formats. List $349.00. **Sale $259.00.**

SUPER AUTO DIAL MODEM $29.95

Easy to use. Just plug into your Commodore 64 computer and you're ready to transmit and receive messages. Easier to use than dialing your telephone, just push one key on your computer! Includes exclusive easy to use program for up and down loading to printer and disk drives. ***Best in U.S.A.*** List $99.00. **SALE $29.95.** *Coupon $24.95.*

VOICE SYNTHESIZER $39.95

For Commodore-64 computers. Just plug it in and you can program words and sentences, adjust volume and pitch, make talking adventure games, sound action games and customized talkies!! PLUS ($19.95 value) TEXT TO SPEECH program included FREE, just type a word and hear your computer talk — ADD SOUND TO "ZORK", SCOTT ADAMS AND OTHER ADVENTURE GAMES!! (Disk or tape.) List $89.00. **SALE $39.95**

12" SAMSUNG AMBER SCREEN MONITOR $79.95

Super High Resolution amber screen monitor. 80 columns x 24 lines, easy to read, a must for wordprocessing . Fantastic value. List $129.00. **Sale $79.95.** (C128 cable $19.95. C64, Atari cable $9.95)

PRINTER/TYPEWRITER COMBINATION $199.95

Superb letter quality, daisy wheel printer/typewriter combination. Two machines in one — just a flick of the switch. Extra large carriage, typewriter keyboard, automatic margin control compact,lightweight, drop in cassette ribbon! (90 day warranty) centronics parallel interface Built -in. List $349.00. **SALE $199.95.** ***(Ltd. Qty.)***

14" RGB & COMPOSITE COLOR MONITOR $239.95

Must be used to get 80 columns in color with 80 column computers (C128 - IBM - Apple). (RGB Cable $19.95) Add $14.50 shipping. List $399.00. **SALE $239.95.**

- LOWEST PRICES • 15 DAY FREE TRIAL
- BEST SERVICE IN U.S.A. • ONE DAY EXPRESS MAIL

PHONE ORDERS
8 a.m. - 8 p.m. C.S.T. Weekdays
9 a.m. - 12 noon C.S.T. Saturdays

- 90 DAY FREE REPLACEMENT WARRANTY
- OVER 500 PROGRAMS • FREE CATALOGS

Add $10.00 for shipping, handling, and insurance. Illinois residents please add 6¼% sales tax. Add 20.00 for CANADA, PUERTO RICO, HAWAII, ALASKA, APO-FPO orders. All orders must be in U.S. Dollars. WE DO NOT EXPORT TO OTHER COUNTRIES EXCEPT CANADA. Enclose Cashier Check, Money Order or Personal Check. Allow 14 days for delivery, 2 to 7 days for phone orders, 1 day express mail. Prices & Availability subject to change without notice.

VISA — MASTER CARD — C.O.D. C.O.D. on phone orders only.

PROTECTO
We Love Our Customers
22292 N. Pepper Rd., Barrington, Illinois 60010
312/382-5244 to order

Circle Reader Service #17

light up) and achieve a score of 87,000 Pleasure Points. This combination awards you the minimum requirement to search for the Special Door - the Door to the Ultimate Experience - the heart of the Pleasure Dome." Well! We certainly can't say it any better, despite numerous attempts at singles bars. C64/128. $34.95 Circle Reader Service # 33.

Reality Development Corp
Univ City Science Center
3624 Market Street
Philadelphia, PA 19104

BUSINESS SIMULATOR: This is a very complex business simulation that is descended from a mainframe program. One or two players will make business decisions that allow their start-up companies to grow into multinational corporations. Your computer competition is four real-life companies (such as Apple and Tandy) which are said to reflect their actual business strategies. There are five levels of decision making and each is extremely realistic and detailed. The entire package represents the equivalent of a college-level course in business administration. IBM (256K, 2 drives). Circle Reader # 34.

Woodbury
127 White Oak Lane
Old Bridge, NJ 08857
201-679-0200

PLAY WRITER SERIES: A collection of four programs to assist the would-be author in each of us. *MYSTERY, TALES OF ME, ADVENTURES IN SPACE, CASTLES & CREATURES*. Each program allows you to write, edit, illustrate, print and bind your own book. The computer asks questions and offers suggestions to aid your creative process. Each package contains a hard-cover book jacket, colorful stickers and full page illustrations. A unique set of programs that are designed to reinforce reading, spelling, grammar and vocabulary skills. Apple, IBM, C64. $39.95 each. Circle Reader Service # 35.

Micro-Novels
2808 S. 12th St.
Milwaukee, WI 53215

THE RETURN OF STAR VOYAGER & SHERLOCK HOLMES STRIKES AGAIN: A dual-sided set of text adventures. Each game runs in RAM, which speeds up play (no disk access) but does limit the available vocabulary. The player must remain "in character" to succeed. Atari. $17.95 plus $2 shipping (available only by mail). Circle Reader Service # 36.

Advanced American Computer
PO Box 2099
Dearborn, MI 48123
313-565-1400

TRIVIA 85: Graphic trivia quiz game. 8 categories, 3 levels of play, 4,500 questions. Differs from "standard" trivia in that no dice are rolled, only player strategy and knowledge will determine the winner. Does include bonus and danger squares. Three diskettes. Apple, IBM. Circle Reader Service # 37.

TRODART™ a WAR GAME . . . REAL TIME . . . over the PHONE

TRODART is a two player WAR GAME that provides the challenge of a strategy game with the action that only REAL TIME can provide. The object is to capture the enemy base while defending your base. NO LIMIT to the amount of simultaneous action! NO WAITING for the other side, its REAL TIME!

REAL TIME over the telephone? That's right, **TRODART**'s unique algorithm allows two independent computers to execute the same program in synchronization with each other. Therefore, since the processing is local to each computer, there is no slow down in action due to the modem's speed limitation.

Since **TRODART** is played on two computers, the competition can be anywhere you can call. Also, you are always the good guy, and the other player is always the bad guy (**TRODART** inverts coordinates from the other machine), therefore, no matter which machine you play on, your home base is always in the lower left corner.

TRODART requires an IBM-PC (or compatible) or TI-PRO with MS-DOS 2.1, 128k of memory, one floppy disk drive and a 300 baud modem. With IBM-PC — not recommended for use with monochrome board. When ordering please specify either IBM-PC or TI-PRO computer.

For Ordering Only:
Call toll free: 1-800-643-9039, x 119.
(In Texas: 1-800-392-6273, x 119, $39.95, add $2.45 sales tax.)
VISA/MASTERCARD accepted.
For additional information, write:

DoWhile Software 5227 Shady Oaks Ln. Friendswood, TX 77546-3019

Circle Reader Service #20

DUELMASTERS



Tired of your old campaign? The arena-cities of Alastari are looking for a few good gladiators. Now you and your friends can battle like the heroes of old in **DUELMASTERS**,™ the ongoing campaign by mail where gladiatorial combat is a way of life.
is the most realistic and intense combat you will ever experience. Step into our world. Victory, disgrace, or death await you on the arena sand ...

Write for our free, no obligation set-up and rules.

Turn fees are $4.75 for one gladiator and $1.50 for each additional warrior up to 5 (an average of $2.15 per duel for a team of 5). You may fight some, none, or all of your warriors in a turn and you only pay for what you play.

Write to:
Reality Simulations, Inc., P.O. Box 27576, Tempe, AZ 85282, (602) 967-7979.

Circle Reader Service #21

Circle Reader Service #45

GULF STRIKE IS A SMASH!

***"Gulf Strike** is an excellent, ambitious, demanding simulation and is certainly a feather in Microcomputer Games' cap. The exclusive joystick input device is a pleasure and the game's sound effects guide the player along as well. These features make the game immediately playable, with only a minimal scanning of the rules. The rules are well written and complete (with designer's notes), with interesting military data which explain in detail the natures of the armies and equipment simulated. The game explores a touchy subject and offers plausible insights into conflict in the region."*

Ian Chadwick, Strategy & Tactics Magazine

"Game of the Month"

Jerry Pournelle, Byte

"Never slow and always completely involving. The result is a major leap forward for the genre, and the best computer wargame to date." Rating: ** (Excellent)**

Family Computing "84's Finest"

Year's Best Software: "*Gulf Strike* combines land, sea, and air combat in an interesting 'what-if' game."

Games Magazine

"One of Avalon Hill's best computer wargames to date."

Computer Gaming World



NEW for C64/128 & Apple II

Gulf Strike. Despite its war with Iraq, Iran has been criticizing the Soviet presence in Afghanistan and openly supplying arms to the Moslem rebels. Invoking the 1921 Treaty of Friendship with Iran, the Soviet Union responds by rolling across the Iranian border. The course of future history is now up to you.

Gulf Strike examines every aspect of this complex region. With your joystick, maneuver air units, navies and armies from a dozen countries over a full-color scrolling map of Iran, Iraq, and the Persian Gulf. Its ease of play allows you to concentrate on commanding your forces, not wrestling the computer. See why reviewers are calling **Gulf Strike** the strategy game of the year for your home computer.

Available on disk for: Commodore® 64/128, Apple® II+, IIe, IIc, IBM® PC and compatibles and Atari® 800, XL and XE series. $30.00

Call Toll-Free 1-800-638-9292
for ordering information.

AH GAMES OF STRATEGY

microcomputer games DIVISION
The Avalon Hill Game Company
4517 Harford Road, Baltimore, MD 21214

TALBOT

INTRODUCING . . .

VERSION TWO:

DRAGONFIRE



DRAGONFIRE II™: THE DUNGEONMASTER'S ASSISTANT™

Available at quality game and computer stores everywhere.

For information or brochure call: (617) 868-0720
Orders-Call toll free: **1-800-343-0664** ext 6400
(in Mass. call 1-800-322-1238)

Or Send Check or Money Order to:
Magicware™
P.O. Box 1181 Cambridge MA 02238

DRAGONFIRE II:	IBM	$39.95
	Commodore & Apple	$34.95
Modules(Require Dragonfire II):		
1. Forest of Rith Barradu		$24.95
2. City of Dukarton		$24.95
3. Dungeon Encounters		$24.95

Special: order all three modules for $60. Add $3.00 shipping to all orders. Visa, MC, COD accepted.

Dragonfire can be used with most role playing systems.

30 day money back guarantee. Order now!

Broderbund
17 Paul Drive
San Rafael, CA 94903
415-479-1700

BREAKERS: A science fiction text adventure. A real-time world, where the action continues even when the user does nothing. 1,500 word vocabulary. Game characters react to your own character's level of knowledge. Apple, IBM, ST ($44.95). C64/128 ($39.95) Circle Reader # 38.

SCIENCE TOOLKIT - MASTER MODULE: Turns your computer into a sophisticated science lab. Users perform real experiments using the two included sensory probes and the four on-screen instruments (thermometer, light meter, timer and strip chart). Suggested for grades 4-12. Apple. $89.95 Circle Reader Service # 39.

Epyx, Inc.
1043 Kiel Court
Sunnyvale, CA 94089
408-745-0700

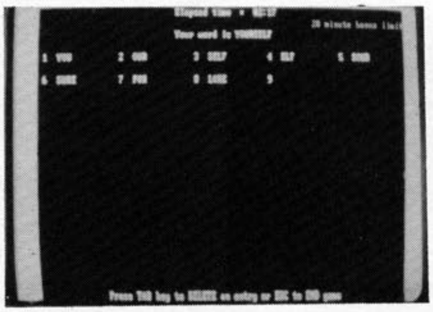
WORLD KARATE CHAMPIONSHIP: Arcade graphics game transports players to eight different international locations for competitions against the computer or another player. Players may use up to 17 karate moves against tougher and tougher opponents, from White to Black Belt. Tests of skill and endurance between levels. One or two players. C64/128, Atari. Circle Reader Service # 40.

Cheapware
4038 N. Ninth St.
St. Louis, MO 63147
800-642-6524

GRAMARCY: A computer program that plays a familiar word game. Take a word, such as "readers", and find as many four letter (or greater) words that can be created from the root word. Read, dear, reeds, dare, seer and so on. There is a time limit for each round. A good game for increasing vocabulary skills. I used to play it during church (on pen and paper, obviously) when I was about eight years old. Mama didn't appreciate the theory of vocabulary skill acquisition, but see where it can lead? You too can learn to write for prestigious gaming mags and have fame, fortune and femininity adhere to your persona - just for the price of a simple game. IBM. $50.00. Circle Reader Service # 41.



World Karate Championship


Gramarcy

GAMESMANSHIP

Largest Selection of Computer Game Software ... Anywhere

SOUTH COAST PLAZA

• Arcade • Adventure • Strategy

Mail & Phone Orders Accepted

3333 BRISTOL ST., COSTA MESA, CALIFORNIA 92626 (714) 557-2447

¢heapware® GAMES
for the IBM-PC and compatibles

GRAMARCY® - the Word Game: Plays just like the newspaper word game. Object is to find all words of four or more letters in a given word in the least time. Utilities included can update data base of over 23,000 words and find all words in any given word **$50.00**

WORD SLEUTH - for Crossword Puzzle Lovers: Will find and display matches to any skeleton you enter such as ??ppy. Data base of almost 40,000 words can be updated or displayed with utility programs included **$45.00**

CASINO POKER: Play Draw Poker against up to six computer created opponents under casino betting rules. You enter game options before play begins **$30.00**

ARCADE POKER: This is the same game played in video arcades. Program deals five cards, allows entry of discards then scores your resultant hand using point values you preassigned to each poker hand **$30.00**

DRAW POKER: Four compiled programs include Arcade Poker, play against the Dealer and play against others for either fun or money **$55.00**

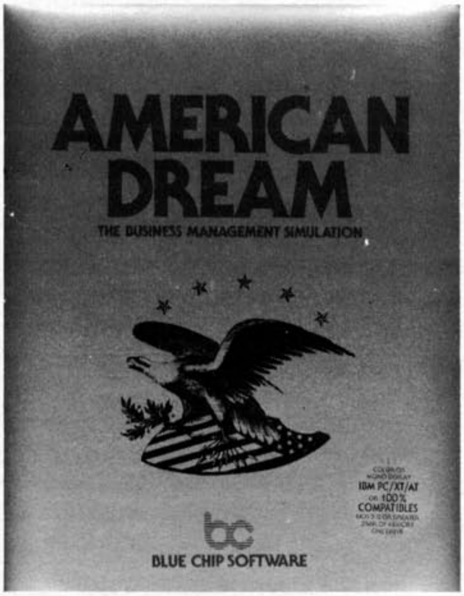
POKER PLUS: This is DRAW POKER plus CASINO POKER **$75.00**

POKER ODDS CALCULATOR: Compute exact odds of holding any Poker hand at the end of the second draw and then learn how to use those results to hone your game strategy between the deal and the draw **$35.00**

For more information write:
Robert L. Nicolai
4038 N. Ninth St.
St. Louis, MO 63147

or call:
800-NICOLAI (642-6524)
or
314-621-7618 in Missouri.

Circle Reader Service #22



AMERICAN DREAM

THE MANAGEMENT SIMULATION™

Name:	American Dream : The Management Simulation
System:	IBM & compatibles
# Players:	One (or several taking subordinates' roles)
Price:	$124.95
Designer:	Jim Zuber
Publisher:	Blue Chip Software Britannica Learning Corp PO Box 77186 San Francisco, CA 94107

by Steve Estvanik

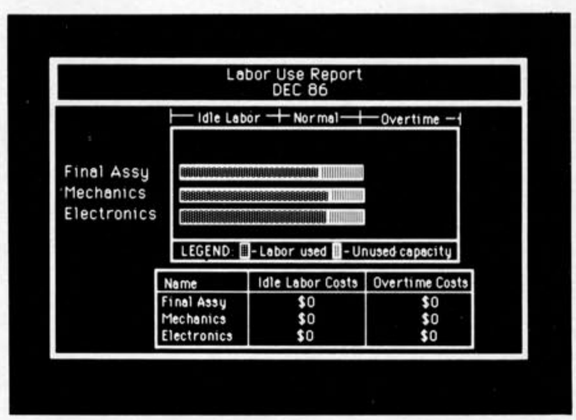
No starting in the mailroom in this "game". You start right at the top and the challenge is to stay there. In this management simulation play you begin as the Chief Executive Officer (CEO) of a robot manufacturing company. All the functional departments report to you and you have varying degrees of control over their operations. For example, in production you can decide whether to open or close factories, or schedule overtime. You can also control the amount of inventory stocked for the various components. This is done, as it should be, at a high level. You deal with long range planning, not day to day operations. Similarly, you decide the budgets for Research and Quality control, but cannot affect their daily workings. You also have decisions to make in Engineering, Finance and Sales & Marketing. Only then can you relax and read the memos generated by your managers in response to your actions.

Jim Zuber has engineered one of the best user interfaces I've encountered in any game. A combination of windows and graphs and menus guide you through your decisions. A spreadsheet function is included to help with calculations. The game loads easily and you can start playing without reading the manual. The latter is recommended, though, if you hope to do well. The documentation comes in the form of a large-format bound paperback which not only describes the rules of the game, but also contains several useful chapters on business fundamentals and strategies.

Each game turn represents one month. First you receive memos from your staff. These range from quarterly reports on general financial indicators to pleas for more research money from your Engineering department to suggestions from Production on how to improve plant production. Fear not if you're not at home in these areas, you soon will be! From the main screen you can switch to the individual departments.

There is plenty of help for your decisions. Besides individual screens for each department, you have immediate access to dozens of graphs showing

LABOR USE REPORT



historical trends and indices. Most decisions are multiple choice, thus encouraging trial & error if you're unsure. Unsure of the effect of research on your market share? Raise or lower their budget, then graph them on succeeding months to follow the effects.

Moving from one screen to another takes minimal keystrokes. For the most part this is appreciated. However, one keystroke can also quit the game without saving. One keystroke can also send you on to the next month, sometimes before you've completed your turn. These choices should have been isolated to prevent large-thumbed players from hitting them so often.

Many of the decisions you need to make are intuitive, such as marketing budgets and sales price. Others, such as safety levels for inventory, or production scheduling are less so (but these are well documented in the user manual). This game will be an excellent introduction to business practices and procedures. It's especially useful to those who need an overview of the various departments modeled. The game is being advertised as a corporate training tool. In this area, I'm not as confident of its value. While it's fun to play, the decisions lack something of the real world. Inflation changes and competitors prices vary, but no new products are introduced. The financial section in particular is limited. (You can discount receivables, postpone payables and repay loans.)



There is an Environment section that can be changed to customize the game. However, most of the 45 variables don't really affect the game. For example, 17 of the variables are managers' names and components' names. Another 10 control which reports are displayed. Changing the product from robots to toasters won't change the fact that you are still dealing with a manufacturing process that takes raw materials a,b,c and d, combines them to make subassemblies E and F and then finished product G. The main differences will be seen by changing such things as interest rates and labor rates. The Environment Editor, while a good idea, doesn't really open the game up to true customization.

Strategy Tips

It will take awhile to exhaust the possible strategies in this game. You can pursue short term or long term goals of profitability and productivity. There are no clear victory terms.

The best goals would be relative ones in which you match your performance in several key areas against other players or your own previous games

THE LAST SPORTS GAMES YOU'LL EVER NEED!

"If you're looking for the most realistic simulation around, 3 IN 1 FOOTBALL should be your first draft choice."
- The Chicago Tribune

"[BASKETBALL is] another real winner from Lance Haffner ... a must addition to your library" - The Guide To Computer Living

Didn't like the way last season went for your favorite team? Here's your chance to do better as the coach. Or imagine the possibilities of dream matchups like the '72 Miami Dolphins vs. the '85 Chicago Bears or UCLA with Alcindor going against Patrick Ewing and Georgetown. How about the '86 Celtics against anybody? Now YOU can know the outcome of some of the greatest sports matchups that never were!

3 IN 1 FOOTBALL

• with Stats Compiler for each player and team • you choose from 14 offensive plays and 6 defensive formations • includes 176 college teams, the 28 NFL teams and 14 USFL teams from the '85 season PLUS 174 great college and 189 great pro teams of the past

FINAL FOUR COLLEGE BASKETBALL & BASKETBALL: THE PRO GAME

• each player contributes as they did in real life • Stats Compiler • you determine starting lineup, substitutions, shot selection, passing, offensive and defensive styles of play and more • the College game includes 292 teams from the '85-'86 season plus 70 all-time greats • the Pro game features the 23 NBA teams from '85-'86 and more than 100 great teams of the past

OTHER PAST SEASONS' TEAMS DISKS AVAILABLE AND NEW SEASONS' READY PRIOR TO PLAYOFFS FOR ALL THREE GAMES.

Available at your local dealer or send check or money order for **$39.99** each. Visa and MasterCard accepted on phone orders only. Please add $2.00 for postage and handling.

COMMODORE — APPLE — AMIGA — IBM and compatibles

Apple, Commodore, Amiga, and IBM are registered trademarks of Apple Computer, Inc., Commodore Electronics, Ltd., and International Business Machines Corporation, respectively.

LANCE HAFFNER GAMES

P.O. Box 100594 • Nashville, TN • 37210 • 615/242-2617

Circle Reader Service #3

152K *Lowest Price In The USA!* 152K

ATARI®

Computer System Sale

• Students • Word Processing • Home • Business



Limited Time
FREE Software w/ System Purchase*
Home Filing Mgr., Star Raiders, Music Composer, Defender

LOOK AT ALL YOU GET FOR ONLY **$379** **SYSTEM PRICE**

LIMITED QUANTITIES

	LIST PRICE	INDIVIDUAL SALE PRICE
① Atari 130XE 152K Computer	$249.00	**$134.95**
② Atari 1050 127K Disk Drive	299.00	**159.95**
③ Atari 1027 Letter Quality 20 CPS Printer	299.00	**159.95**
Super Atari Word Processer	59.95	**49.95**
Atari BASIC Tutorial Manual	16.95	**7.95**
All connecting cables & T.V. interface included. ☆ Monitors sold separetly. **TOTALS**	**$923.90**	**$512.75**

SAVE OVER $100
All 5 ONLY
$379.00
SYSTEM SALE PRICE

CALL FOR 1027 PRINTER REPLACEMENT OPTIONS

* Free software subject to substitution for other titles

Other Accessories	List	Sale	
☆ 12" Hi Resolution Green Screen Monitor	$199.00	**$79.95**	Add $9.95 for Connection Cables
☆ 13" Hi Resolution Color Monitor	$399.00	**$139.95**	Add $10 for UPS

15 DAY FREE TRIAL. We give you 15 days to try out this ATARI COMPUTER SYSTEM!! If it doesn't meet your expectations, just send it back to us prepaid and we will refund your purchase price!! **90 DAY IMMEDIATE REPLACEMENT WARRANTY**. If any of the ATARI COMPUTER SYSTEM equipment or programs fail due to faulty workmanship or material within 90 days of purchase we will replace it IMMEDIATELY with no service charge!!

Best Prices • Over 1000 Programs and 500 Accessories Available • Best Service • One Day Express Mail • Programming Knowledge • Technical Support

Add $25.00 for shipping and handling!! Enclose Cashiers Check, Money Order or Personal Check. Allow 14 days for delivery. 2 to 7 days for phone orders. 1 day express mail! We accept Visa and MasterCard. Add $25 if Air Mail. C.O.D. on phone orders only. Add $50 for CANADA, PUERTO RICO, HAWAII, ALASKA, APO-FPO orders.

COMPUTER DIRECT
We Love Our Customers
22292 N. Pepper Rd., Barrington, Ill. 60010
312/382-5050 to order

Circle Reader Service #8

Famous National Brand

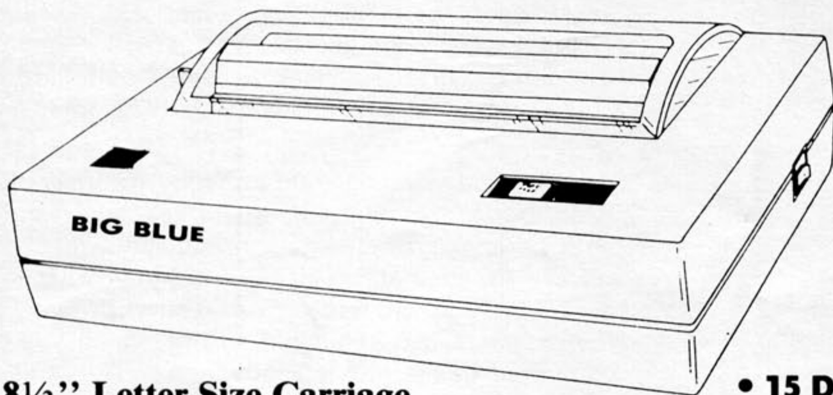
Commodore® • Atari® • Apple® • IBM®

List $199.00 Sale $39.95

8½" Letter Size 80 Column Printer Sale

Sale $39.95 List $199.00

• Word Processing • Program Listings • Graphics • Quiet Operation • Upper and Lower case • All points addressable Graphics • Underline • Enhanced • Much much More



Super Quality

This printer was made by **Canon**® for one of the largest computer manufacturers in the world. The Big Blue printer comes ready to hook up to the serial port of the **IBM**®PC jr. Plus with low cost adapter cables you can connect the Big Blue printer to the **IBM**®PC, **IBM**®XT, **IBM**®AT, **Apple**®II,IIe,IIc, **Commodore**® 64,128, **Atari**®, plus many more.

8½" Letter Size Carriage

• 15 Day Free Trial

• 90 Day Immediate Replacement Warranty

Now you can have a full fledged 8½" letter size 80 column printer for less than the cost of a large box of paper. This printer uses advanced thermal technology to print upper and lower case (with true lower descenders), underline, enhanced, all points addressable graphics (works with Print-shop) plus More. Print out pictures, program listings, wordprocessing pages, graphics and more. Perfect for the homeowner or student and definitely affordable. Fantastic Printer at an unbeatable price. List $199.00 **Sale $39.95**

Intelligent Commodore Interface— Allows you to connect the Big Blue printer to the printer port of the Commodore 64 and 128 computer. Print Commodore graphics, use Printshop, Word processors and more... List $49.95 **Sale $24.95**

Intelligent Atari Interface— Allows you to connect the Big Blue printer to Atari computers (except 1200). Print Atari graphics, Printshop ,word processors, and more... List $49.95 **Sale $24.95**

IBM®, Apple® RS-232 Adapter— Adapts the Big Blue printer to be used with any RS-232 port. List $19.95 **Sale $9.95**

Paper (2 Rolls) List $19.95 **Sale $9.95**

IBM, Apple, Canon, Commodore, Atari are trademarks of International Business Machines, Apple Computer, Canon Inc, Commodore Business Machines, Atari Inc. Respectively.

Add $10.00 for shipping, handling, and insurance. Illinois residents please add 6¼% sales tax. Add 20.00 for CANADA, PUERTO RICO, HAWAII, ALASKA, APO-FPO orders. All orders must be in U.S. Dollars. WE DO NOT EXPORT TO OTHER COUNTRIES EXCEPT CANADA. Enclose Cashier Check, Money Order or Personal Check. Allow 14 days for delivery, 2 to 7 days for phone orders, 1 day express mail. Prices & Availability subject to change without notice.

VISA — MASTER CARD — C.O.D. C.O.D. on phone orders only.

COMPUTER DIRECT

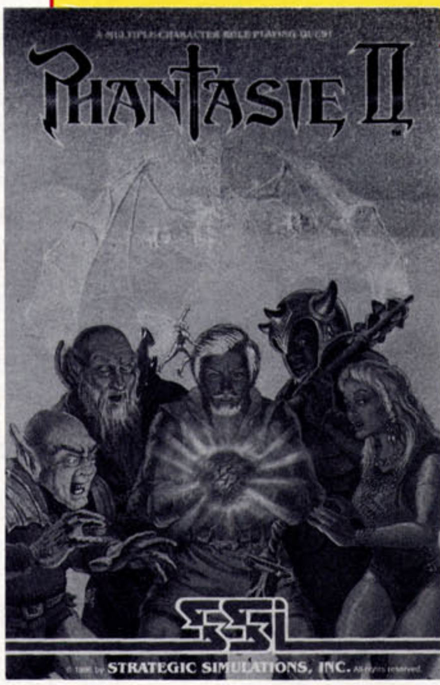
We Love Our Customers

22292 N. Pepper Rd., Barrington, Ill. 60010

312/382-5050 to order

Circle Reader Service #19

PHANTASIE II



Name:	Phantasie II
System:	Apple, C64
Price:	$39.95
Author:	Winston Douglas Wood
Publisher:	Strategic Simulations Mountain View, CA

Ferronrah. An island shrouded in mist and mystery. Once proud and beautiful, now cut off from the rest of the world by an evil black fog that hangs over it, the curse of Nikademus. No one has left or entered the island in forty years. Do people still live there? Has it been overrun by the foul minions of the Sorceror? No one knows. No one dares to know. Except, perhaps, the bravest of adventurers, willing to risk all to put an end to the curse, willing to cross the ocean and enter the dreaded mist to see what lies beyond.

So once more the call to battle is sounded, and once more you gather to your side comrades to journey with you to Ferronrah and beyond. Perhaps they will be the tried and true friends who were with you when you faced the wrath of Nikademus in Gelnor and broke his power there. Or perhaps they will be new comrades, drawn from Ferronrah itself, inexperienced, but courageous and eager to free their homeland from the dominion of the evil sorceror. No matter; time is short, and you must be on your way to find the source of the curse, an almost indestructible orb, hidden in some secret place, far from prying eyes. With hope in your heart, and confidence in your abilities, you leave the small town of Pippicott and begin your quest.

Naturally, the quest is not an easy one. There are dungeons to explore, amulets to obtain, scrolls to read, a princess to rescue, and, of course, monsters to fight. You will travel beyond the material plane to the dreaded Netherworld before this adventure is over, and your visits there will not be pleasant ones. Every step of the way is fraught with perils for the unwary, and death can come all too soon.

However, those of you who have played the previous game, *Phantasie*, may have a slightly easier time of it. *Phantasie II* is almost exactly the same in terms of game mechanics, spells, combat, etc. In fact, the manual that comes with *Phantasie II* is the very same one that comes with *Phantasie*. The few small differences are noted on a card included with the game. This has both good and bad points.

The good points are that anyone who has played *Phantasie* can jump right in and get started quickly, with perhaps a brief scan through the manual to refresh the memory. You already know what to expect, pretty much, and how to deal with many of the monsters, most (but not all!) of which you encountered in the previous adventure. The same character classes are available, and no new ones have been added.

The bad points are that, as the game has not really been changed in its essential programming, some of the more tedious routines from the original *Phantasie* have been brought over, most notably the infamous Distribution and Selling rigamarole. I had hoped that *Phantasie II* would have a more sophisticated method for selling unwanted items, but this is not the case. You still have to go through the dreary chore of assigning all items from the collective pool of objects, selling those you no longer need.

Also as before, the program is unable to divide properly when you deposit money into the bank. Try it some time. Take one character with 100 gold pieces to the bank and deposit the money. Only 99 gold will be put into the account; the 100th gold piece simply disappears somewhere, never to be seen again. If you had 600 gold, and six characters, each would similarly receive 99 (and you would then be out 6 gold).

The most disappointing aspect of *Phantasie II* is that it is not really a true continuation of *Phantasie*.



While you can indeed transfer over your characters from the original game, they will be stripped of all their good weapons and armor, most of their gold, and almost all of their experience points. Thus they start the game as level one characters. However, there is a small advantage to carrying them over to the new game: they DO still have some gold and experience, enough to bring them up at the start (with training) to about third level. And their attributes are not changed (although hit points will be). Therefore, if you have played the original, by all means transfer the characters (it's simply a copy of course; you won't lose the characters on the original disk); it will give you a bit of a head start in the game.

Ferronrah is smaller than Gelnor, being only 9 screens in all, and the island has only four dungeons and six towns. Fortunately, this time, most of the screens are filled in, and you don't have to walk over every inch of ground to see what's there. Dungeons and towns are immediately apparent. Also, there is a town near each dungeon, which is helpful for long-term expeditions.

The Netherworld is a separate area, reachable only in one special way, and has two levels. Each level, in turn, has two towns and two dungeons. As you might expect, the dungeons in the Netherworld are the hardest ones to get through, especially Pluto's Menagerie (more on that later).

As in the original game, it is in the dungeons that you will find the information you need to fulfill your quest. There are 14 scrolls, labelled A to N, and each of them is important. Make sure you write down what they say before selling them off. Also make note of what the various inhabitants tell you, and what you may find written on walls. It is vital to go through each dungeon thoroughly, or you may miss a valuable clue.

These dungeons have the same format as the original game: when you first enter, the area is a white blank, which fills in as you move around. The dungeon status can be saved when you leave, and it is usually best (unless you made a bad mistake) to save what you have done so far, as most of the dungeons will require more than one expedition before you're finished with them. One VERY important thing to keep in mind: ALWAYS finish one dungeon before proceeding to the next one! The program can only save ONE dungeon at a time. Therefore, if you save the Kobold dungeon, then go on to the Castle dungeon, and save that one, the Castle dungeon will over-write the Kobold town. Thus if you return later to the Kobold village, you will find it blank again.

Combat has not changed at all, except for the addition of characters being able to throw rocks. Your party is ranged in one line across the bottom of the combat screen, and the monsters appear at the top. There can be up to three ranks of monsters, and some of them can hit from as far back as the third rank. While your party generally gets the first chance to hit, this is done on an individual basis, and so several monsters may get in a blow or spell before some your characters do.

There are individual combat options for each party member: they can attack with a weapon, cast a spell, throw rocks, or parry. Retreating, however, can only be done at the beginning of each combat round; once fighting has begun, you must wait for the resolution of the current attack before trying to run (which is not always successful).

Fighting is not always necessary; sometimes you can bribe monsters with gold to leave you alone, and on occasion, you can simply greet them, and they will greet you in return, meaning they are more or less friendly and will not attack. This is randomly determined, however, and the same monsters who greeted you before may be unresponsive the next time you come across them.



Recovering after a fight can be done in several ways: healing potions will restore lost hit points, as will healing spells. Staying at the inn in town will restore all hit points and also renew spell points. In addition, there are inns scattered across the countryside, but staying at one of them costs money.

Getting through the game will take time and patience, and also a bit of thought, as some of those dungeons are tricky. At the beginning, try to avoid outdoor encounters whenever possible. The real goodies are always to be found in dungeons, so don't waste time fighting outside them unless necessary. About eight times out of ten, you can bribe monsters to leave you alone. This works (at least in the Apple version) even when you have no gold at all. So, if you are on your way to a dungeon, just beg for mercy whenever you have to. It costs nothing (because you have no money on you), and

you will arrive at the dungeon in good shape. Of course, it may be a little different on your way back, when you have gold on you. Then it's up to you to decide whether or not fighting is worthwhile. Just keep in mind that monsters always take gold, never weapons, armor, potions, or treasures.

Speaking of goodies, always take whatever is offered to you after you win a fight. Even if you can't use it or don't need it, you can sell it. Selling treasures and unneeded equipment is a good way to increase your bankroll. As your characters' experience goes up, so do the training costs, which is the primary use for gold.

The four dungeons on Ferronrah are all of different levels. Start with the Kobold village just outside Pippicott, which is the easiest one. It's a good idea to have one of your fighters learn the Monster Evaluation spell as soon as possible. Then, each time you enter a new dungeon, cast the spell. This will give you a rough idea of what level monsters you'd be up against. You don't want to be sending your level 5 characters up against level 10 nasties!

Monsters in dungeons are of two types: wandering and fixed. Wandering monsters can happen along any time, anywhere. Fixed monsters will always be found in the same place; once you've defeated them, they're gone and won't return, provided you save the dungeon status when you leave. Bribing fixed monsters will NOT make them go away; you have to wipe them out.

When exploring dungeons, go one step at a time, and test all walls along the way. Otherwise, you could easily miss a secret door. Always talk to someone when given the opportunity, but keep in mind that not everyone will tell you the truth. Visiting the oracle in the Kobold village is costly, in more ways than one, so be sure all party members have a good number of hit points before you make the attempt.

In time you will reach the Netherworld. Be aware that the transportation spell will NOT take you from Ferronrah to any of the towns in the Netherworld, even though you may know their numbers. You can only transport between the two towns on the same level. Also note that getting back from the Netherworld is tricky: leaving Black Moor (level 1) will bring you back to Ferronrah, but leaving Demoniac (level 2) will put you outside of Black Moor.

The first level of the Netherworld has the Imp Caves and the Impling Hatchery. In the Hatchery you will find a room with 12 pools; all have different effects and entering one of them is crucial to winning the game. However, you don't know which one it is (they all look alike), so a little judicious experimenting is called for. Just keep in mind the sign at the entrance.

On level 2 you will find Pluto's castle and Pluto's Menagerie. I suggest reading scroll L before attempting the castle. And if you should run into Pluto himself, well, too bad, because he is, as far as I can tell, unkillable. So be careful in there!

The Menagerie is the nastiest of the dungeons. It sits in the middle of a large lava pool, and is not easy to reach. Read scroll I for some helpful information on how to get to the Menagerie with the least amount of damage (walking in lava is VERY painful). When you are ready for this dungeon, load up on magic potions. Fill every available slot if you can, because you will be needing a good many spells, both along the way and inside.

Each time you walk through lava and take damage, stop and do a health check. Heal anyone who has 50 or less hit points. Use any healing potions you have first, then switch to spells. The maximum damage from lava is 50 points (actual damage is random), so anyone who has more than 50 can survive at least one more step. Heal only



FOOTBALL

BASEBALL



- Play by yourself, with a friend, form a league!
- Exciting game simulations with play-by-play commentary
- Play head-to-head, against the computer, or have the computer play **both** teams!
- No two games will play exactly the same
- Easy to play
- Non-protected (includes source and data directory)
- Background sound

You're the **quarterback** in CLASSIC FOOTBALL™, as you guide your team to victory!

In PLAY BALL! , you're the coach of any major league team you wish. PLAY BALL! also has stats management for up to 45 teams, including 1986 AL/NL lineups.

IBM PC, XT, PCjr running DOS 2.1, BASIC A
Each game only $22.50, or both for only $39.50
All orders add $2.50 for shipping and handling.
VISA/MC/Check/Money Order accepted

JOH Enterprises
6911 S. 66th E. Ave., Suite 206
Tulsa, OK 74133 (918) 481-3475

Circle Reader Service #6

enough to keep everyone alive on the trip, and then outside the Menagerie, get everyone up to a decent number of hit points.

Inside the Menagerie, you will find one long corridor that leads to a wall with buttons. This corridor is heavily trapped, and you can expect at least one encounter about every two steps beyond each trap. Monsters here are top-level, so don't waste time, use your strongest spells to get rid of them quickly. Most of the time, your fighters won't be able to do much; success will depend more on your spells than anything else. By the way, you will need to make at least two trips to this dungeon (sad, but true).

Those buttons, by the way, will randomly teleport you to another area of the dungeon. The same button may take you to more than one place; there is no method to them. Be prepared for heavy fighting each time you arrive at a new location.

As a last resort, whenever you find yourself in a really serious situation, such as having most of your party wiped out, you can simply reboot the game at that point. Each time you leave town, your characters are saved there. If you reboot the game, they will still be there. Of course, any treasure, weapons, armor, experience, etc. acquired after leaving will be lost, but your characters will be alive and well, with whatever they had when they were saved. However, if you're in a dungeon when things get tough, try to get at least one character out alive, so you can save the dungeon status, and not have to go through the same battles twice.

When it's finally over, and the orb has been destroyed, you can sit back and enjoy the ending. It's really cute, and is far more than the usual "Hurray you won, the game is over" message that is all too typical of many games. However, there is a serious side to the ending, too, which seems to promise a third (and final?) episode in the Phantasie series.

Phantasie II comes on one double-sided disk. Although the game is not copy protected, you may encounter difficulties in making playable copies. I was not able to make a working copy (or even read the disk) with either Apple's COPYA program, or Nibbles Away II. Of course, there is nothing wrong with playing on the original disk; however, there were occasions when I wished I could make backups of the dungeon disk since only one dungeon can be saved at a time. Other than this, everything worked perfectly, including the transfer of my old characters from *Phantasie*.

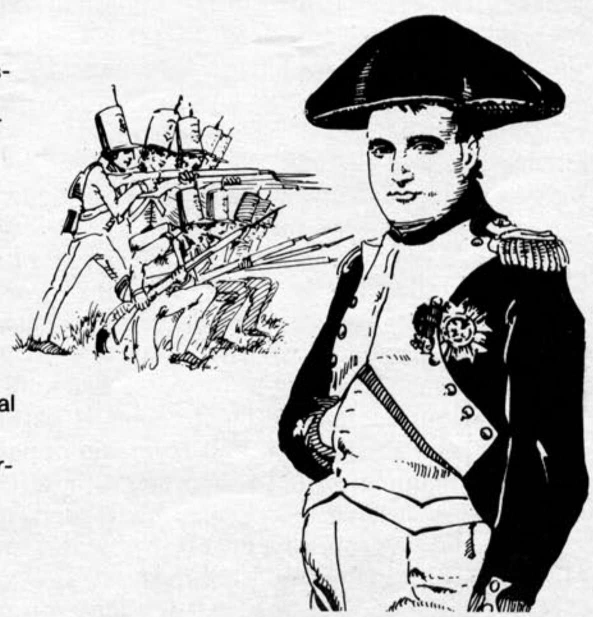
Bottom line: Although flawed in certain aspects, *Phantasie II* is an interesting, and overall good, game of the RPG type; if you liked the original *Phantasie*, you won't want to miss this one.

Copyright 1986 by Scorpia, all rights reserved.

NOW FOR COMMODORE-64

NAPOLEON AT WATERLOO Now with 4 scenarios. Relive this classic battle, as you lead the French against the combined strength of the British and Prussian armies. The crisp graphics and simple to use command system make this real-time game a joy to play. A must for anyone interested in Napoleonic warfare. If you already own **NAPOLEON AT WATERLOO,** the new version is available for $12.50

"This game has a lot going for it."—Mark Bausman, Computer Gaming World



ALSO FOR COMMODORE-64

ROME and the Barbarians A military simulation of the Western Roman Empire's struggle for survival. As supreme military commander, you must exercise a combination of military prowess and clever financial management.

"This game's excellence comes from its realistic understanding of historical issues."—Michael Ciraolo, ANTIC magazine

NAPOLEON AT WATERLOO—$34.95
ATARI 40K
Commodore-64

ROME and the Barbarians—$34.95
ATARI 32K
Commodore-64

SNEAK PREVIEW

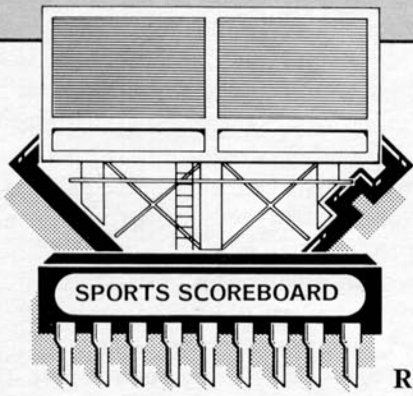
INVASION of SICILY
- Solitare or two-player
- Three difficulty levels
- Variable set-up
- Game save
- MORE

MasterCard VISA

KRENTEK SOFTWARE

TO ORDER: To order by phone, VISA and MC owners can call (913)362-9267. To order by mail, send check or money order to KRENtek Software, P.O. Box 3372, Kansas City, KS 66103. FREE SHIPPING in USA.
GUARANTEE: If you are not fully satisfied with any game bought directly from KRENtek, return it within 30 days for a full refund.

Circle Reader Service #7



Rick Teverbaugh

There have been so many new sports releases since the last column, that under normal circumstances it might be hard to know where to start. No so this time.

Gamestar's **GBA Championship Basketball: Two On Two** is that remarkable a release as to dwarf nearly everything else we will cover this time.

Certainly the game owes much to Electronic Arts' One On One, but it builds upon that groundwork so successfully that it can't be considered a clone by any stretch of the imagination.

First of all, the game is a full-court simulation, even though only half the court is represented at any given time. But since there are virtually no fast breaks, it does boil down to the same half-court premise, with one important difference. In GBA (as the name implies) you have a teammate. He can be under computer or human control. If you're playing solo, the computer will control two players working against you and the one working with you. When playing with a friend, he can control a player on the opposing team or the teammate on your squad.

Whether you're playing with a human- or computer-controlled teammate, the talents of your team are variable. You can choose between inside and outside shooting or a balance of the two. You choose between jumping ability and quickness or an even distribution and the final choice is ball control vs. the ability to steal the ball from the opposition. A human teammate would then make those same choices. If you have a computer-controlled mate, you can choose from several players with famous NBA-sounding names and abilities.

Once those choices have been made, you can advance to league play. There are four divisions in league play from the easiest to the hardest. Each game takes about 30 minutes and a league season is six games. If you're at the top of your division at that time, you'll go into the playoffs.

In actual game conditions, you'll pick what you want your teammate to do on offense and defense. You'll have five different choices on offense and four on defense, all selected by joystick. Once into your offensive end of the floor, you control the player by moving the stick.

A quick tap of the joystick button when you have the ball, will send a pass to your teammate. That same tap will get you the ball when your teammate has it (and not even Magic Johnson gives the ball up that easy). A longer press of the button will cause the player to jump for a shot. Timing the release of the button at the top of his leap will increase the percentage chances of success.

Many of the sport's true talents are necessary to succeed in league play. You need to work with your teammate rather than playing too much one-on-one. You need to make defensive switches and block out on those boards.



To work on the many phases of the game there are several practice modes including; shooting, H-O-R-S-E, one-on-one and around the world.

I have only two complaints with the game. Both related to the joystick. It is very easy to tap the button, intending to pass, but end up shooting if you're finger lingered too long on the button. It is also easy, if you're standing still when you pass the ball, to get the ball passed right back. That's not bad unless you choose that moment to begin a cut to the hoop. Then the ball will go harmlessly and frustratingly out of bounds.

The game is currently available only for the Commodore 64/128, but will be out for other systems later in the year. It sells for $34.95 and is quite a bargain for hardwood fans.

The cleverly titled **Football**, from subLogic, is a nice enough game. The game system is much easier

to implement than many recent efforts, but the graphics are only average (detail of the field is missing). It is very easy to tell which of the eleven players you're controlling, but it's much more difficult to tell your players from the opposition and that is vital when trying to decide whether to zig or zag through a congested area on the field.

On-field action is controlled by the joystick, or by two joysticks if you are playing with a human foe. The screens are set up so that you opponent has to choose his play at the same time you choose yours. He doesn't really have the time to pay attention what you're doing and if he did, the selections are cleverly not detectable.

The game comes with two teams of fictional players, but you can adjust the player ratings to conform to some real or imaginary team.

Not only is it easy to make play selections, but controlling the on-field execution is also simple. For instance, when you run the option, press the button twice before the quarterback and fullback cross paths and the fullback will get it. Hit it twice before the QB gets to the halfback and the HB will accept the pitch. Do neither and the quarterback will keep it. After you pick the receiver on a pass play, merely hit the button twice when you you want to pass the ball. If you hit the button only once and add movement of the joystick, you'll select a secondary receiver.

When on defense you start out controlling the free safety, who is often completely out of a running play. This is a problem since I like to get my uniform dirty on every play. You do have a chance to alter the player of control at the start of each play, but think quick because there's only two seconds once the field appears to make that choice. The game sells for $39.95 and is available only for Commodore 64/128 owners.

Bop 'N Wrestle is a game with some stunning graphics. It is also a well-timed release now that championship wrestling is now a network staple. But, unfortunately, it is a game that tries to do too much.

The joystick is used to control the grapplers. Against the computer the game moves to quickly for a mere human to compete successfully. In the two-player mode, the game is woefully slow and has little of the spontaneity and almost free-form feel of its real-life counterpart. There are at least 30 different offensive moves which can seem overwhelming.

You start out in the one-player game as Gorgeous Greg and try to work your way up the ladder of contenders. There are points awarded for doing damage to your opponent. In the one-player mode, you will need to pin your foe before the time limit expires. If time expires, you lose. A good way to practice is to select the two-player mode, then leave one stick unattended. But against the computer, you'll find it all ends much too fast. Once you're on your back against the computer, say your prayers.

Last time, you'll remember I covered Leader Board and Golf's Best golf games. Well, both games have new courses available. **Golf's Best** offers St. Andrews as a second choice to Pinehurst No.2. This Apple game is still one of the finest on the market. St. Andrews is a bit easier than the Pinehurst course, but it does offer better graphics, the choice of what clubs you'd like to carry and wind to the original package.

Leader Board's new disk is called Championship No.1 and it is indeed tougher than the original set of four included in this Commodore challenge. Judging distances becomes a necessary talent instead of merely a luxury.

The folks at Avalon Hill have also been busy, releasing a Masters and Pebble Beach disk for their **Tournament Golf**. The game and the courses are available for both Apple and Commodore owners and I heartily recommend either version.

Moving on to baseball, there are two good pieces of news to pass along. First of all, **Micro League Baseball** has released an additional disk that will allow you to print a box score and compile stats for either or both teams.

Now for the bad news. When the box score in printed, there is no score by innings. Then, when the stats are printed, you get a complete list of names and about a third of each player's stats, instead of each player's line containing all the stats. You'll need about three takes to get complete player stats. so, it's a mixed blessing.

The other piece of good baseball news centers around the upcoming game from **Lance Haffner**. A rough draft of what he is going to do reveals a good knowledge of stats and how they apply to the game, as well as an understanding of the drawbacks of some of the most popular computer games on the market. When the game is finished, look for a complete review here.

Also look here in the coming months for a peek at what the Consumer Electronics Show had to offer sports fans and a review of **Spin Out**, a computer slot car racing kit from Cygnus. See you then and be a good sport.

THE MOST CHALLENGING GAMES AT THE MOST REASONABLE PRICES

INFOCOM

INFOCOM		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
A Mind Forever Voyaging		$45	$30	•			•
Ballyhoo	*NEW*	$40	$27	•	•	•	•
Cutthroats		$40	$27	•	$23	$23	•
Enchanter		$40	$27	•	$23	$23	•
Fooblitzky	*NEW*	$40	$27	•	•		•
Hitchhiker's Guide/Galaxy		$40	$27	•	$23	$23	•
Infidel		$45	$30	•	$27	$27	•
Planetfall		$40	$27	•	$23	$23	•
Seastalker		$40	$27	•	$23	$23	•
Sorcerer		$45	$30	•	$27	$27	•
Spellbreaker		$50	$33	•	$30	$30	•
Suspect		$45	$30	•	$27	$27	•
Suspended		$50	$33	•	$30	$30	•
Wishbringer		$40	$27	•	$23	$23	•
Witness		$40	$27	•	$23	$23	•
Zork I		$40	$27	•	$23	$23	•
Zork II, III		$45	$30	•	$27	$27	•
4 in one Sampler		$8	$6	•	•	•	•
Invisiclues		$8	$6	•	•	•	•

BRODERBUND - SYNAPSE

BRODERBUND - SYNAPSE	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Ancient Art of War	$45	$30				•
Champ. Lode Runner	$35	$23	•	•	•	•
Lode Runner	$35	$23	•	•	•	•
Lode Runner's Rescue	$30	$20		•	•	
Mask of the Sun	$40	$27	•	•		
Mindwheel	$45	$30	•	$27	$27	•
Print Shop	$50	$33	•	$30	$30	$40
Print Shop Companion	$40	$27	•			
Pr. Shop Gr. Library #1,2,3	$25	$17	•	•	•	
Where is Carmen Sandiego?	$40	$27	•			

POLARWARE

POLARWARE		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Crimson Crown		$35	$23	•	•	•	•
Oo-Topos	*NEW*	$35	$23	•			
Quest		$35	$23	•	•	•	•
Ring Quest		$35	$23	•			
Sword of Kadash		$35	$23	•		•	
Transylvania		$35	$23	•	•	•	•
Xyphus		$35	$23	•		•	

ELECTRONIC ARTS

ELECTRONIC ARTS		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Adventure Construction Set		$50	$33	•		$27	
Archon		$35	$23	•	$16	$16	•
Archon II		$40	$27	•	$23	$23	
Auto Duel - *ORIGIN*	*NEW*	$60	$40	•			
Bard's Tale	*NEW*	$45	$30	•		$27	
Heart of Africa	*NEW*	$33	$22			•	
Imagic Football	*NEW*	$35	$23			$20	•
Mail Order Monsters		$33	$22			•	
Moebius - *ORIGIN*	*NEW*	$60	$40	•			
M.U.L.E.		$24	$16		•	•	
One on One		$40	$27	•	$22	$22	•
Racing Destruction Set		$33	$22			•	
Seven Cities of Gold		$40	$27	•	$22	$22	•
Skyfox		$40	$27	•		$20	
Ultima III - *ORIGIN*		$60	$40	•	$33	$33	•
Ultima IV - *ORIGIN*	*NEW*	$60	$40	•	•	•	
Wilderness		$50	$33	•			

EPYX

EPYX	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Ballblazer	$40	$27	•	•	•	
Eidolon	$40	$27	•	•	•	
Koronis Rift	$40	$27	•	•	•	
Rescue on Fractalus	$40	$27	•	•	•	
Temple Apshai Trilogy	$40	$27	•	•	•	•
Winter Games	$40	$27	•		•	
World's Greatest Football	$40	$27	•		•	

TELARIUM

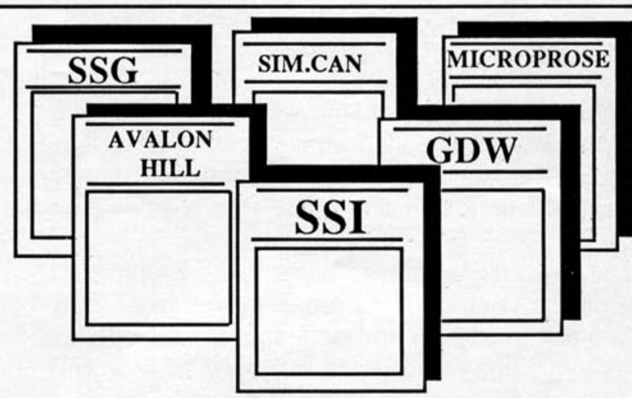
TELARIUM	LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Amazon	$40	$27	•		$22	•
Dragonworld	$40	$27	•		$22	•
Fahrenheit 451	$40	$27	•		$22	•
Nine Princes/Amber	$40	$27	•		$22	•
Perry Mason	$40	$27	•		$22	•
Shadowkeep	$40	$27	•		$22	•

ACCOLADE

ACCOLADE		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Dam Busters		$35	$23	•		$20	$27
Double Accolade	*NEW*	$45	$30			•	
Fight Night		$35	$23	•		$20	
Hard Ball		$35	$23	•		$20	
Law of the West		$35	$23	•		$20	
Mean 18	*NEW*	$50	$33				•
Sundog		$40	$27	•			
Psi 5 Trading Co.	*NEW*	$35	$23			$20	

TEVEX
INCORPORATED

1710 Wilwat Drive
Suite E
Norcross, GA. 30093
404-441-3045



BEST SELECTION - We have carefully selected the best titles from the most challenging software available.
CALL TOLL-FREE - Call us to place an order or just to ask a question. Every call is always welcome on our 800 line.
SAME DAY SHIPPING - We ship every order the same day it's placed. Just call before 4:00 pm and we'll ship your order UPS.
DISCOUNT PRICES - Save up to 1/3 off the retail price when you buy from Tevex. Why pay more for the same software?
FRIENDLY, KNOWLEDGEABLE STAFF - We are always available to answer your questions and keep you up to date on new & upcoming games.

VISA MASTERCARD

SAME DAY SHIPPING *
WRITE FOR FREE CATALOG
Open 9-6 Mon. - Fri. 10-4 Sat.

Apple II, II+, IIe, IIc, Atari 800, XL, XE series, Commodore 64, 128, IBM PC, XT, jr

CALL TOLL-FREE 1-800-554-1162

CALL TOLL-FREE 1-800-554-1162

SSI

SSI		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Baltic 1985		$35	$27	•		•	
Battalion Commander		$40	$27	•	•	•	
Battle of Antietam	NEW	$50	$33	•	•	•	
Battle for Normandy		$40	$27	•	•	•	•
Battlegroup	NEW	$60	$40	•		•	
Breakthrough/Ardennes		$60	$40	•	•	•	
Broadsides		$40	$27	•	•	•	
Colonial Conquest		$40	$27	•	•	•	
Computer Ambush		$60	$40	•	•	•	
Computer Baseball		$40	$27	•	•	•	•
Computer Quarterback		$40	$27	•	•	•	
Cosmic Balance		$40	$27	•	•	•	
Field of Fire		$40	$27	•	•	•	
50 Mission Crush		$40	$27	•	•	•	•
Fighter Command		$60	$40	•		•	
Gemstone Warrior		$35	$23	•	•	•	
Geopolitique 1990		$40	$27	•		•	
Imperium Galactum		$40	$27	•	•	•	
Kampfgruppe		$60	$40	•	•	•	
Kampf. Scen. Disk		$20	$15	•	•	•	
Knights in the Desert		$40	$27	•	•	•	•
Mechbrigade		$60	$40	•		•	
Nam	NEW	$40	$27	•	•	•	
Norway 1985		$35	$23	•		•	
Operation Market Garden		$50	$33	•	•	•	•
Panzer Grenadier		$40	$27	•	•	•	
Phantasie		$40	$27	•		•	
Phantasie II	NEW	$40	$27	•		•	
Questron		$50	$33	•	•	$27	
Rails West		$40	$27	•	•	•	
RDF 1985		$35	$23	•		•	
Reforger 88		$60	$40	•	•		
Rings of Zilfin	NEW	$40	$27	•		•	
Six Gun Shootout		$40	$27	•	•	•	
U.S.A.A.F.	NEW	$60	$40	•	•	•	
Tigers in the Snow		$40	$27	•	•	•	•
War in Russia		$80	$53	•	•		
Wizard's Crown	NEW	$40	$27	•		•	

We Carry EVERY Other SSI Game!

SIMULATIONS CANADA

SIMULATIONS CANADA		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Battle of the Atlantic		$60	$40	•			•
Fifth Eskadra		$60	$40	•			
Golan Front	NEW	$60	$40	•		•	
Grey Seas, Grey Skies		$60	$40	•		•	
Seventh Fleet	NEW	$60	$40	•			

MINDSCAPE

MINDSCAPE		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Forbidden Castle		$40	$27	•			
Halley Project		$45	$30	•	$27	$27	
Jame Bond: A View to Kill		$40	$27	•			•
Luscher Profile		$40	$27	•		$20	•
Racter		$45	$30	•			•
Stephen King's 'The Mist'		$40	$27	•			•

ACTIVISION - GAMESTAR

ACTIVISION - GAMESTAR		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Alter Ego	NEW	$40	$27	•			•
Borrowed Time	NEW	$40	$27	•	$20	$20	$33
Ghostbusters		$40	$27	•	$20	$23	
Hacker		$40	$27	•	$17	$20	
Little Computer People		$40	$27	•		$23	
Mindshadow		$40	$27	•	$17	$20	•
Space Shuttle		$40	$27	•	$17	$20	
Star League Baseball		$30	$20	•	$17	•	

Blank Disks - Box of 10 DSDD only $12

MICROPROSE

MICROPROSE		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Acro Jet		$35	$24			•	
Conflict in Vietnam	NEW	$40	$27		•	•	
Crusade in Europe		$40	$27	•	•	•	
Decision in the Desert		$40	$27	•	•	•	
F-15		$35	$23	•	•	•	•
Kennedy Approach		$35	$23		•	•	
Mig Alley Ace		$35	$23		•	•	
Nato Commander		$35	$23	•	•	•	
Silent Service	NEW	$35	$23	•	•	•	•
Solo Flight		$35	$23	•	•	•	•

THE AVALON HILL GAME COMPANY

THE AVALON HILL GAME COMPANY		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
By Fire & Sword		$25	$17				•
Clear for Action		$30	$20		•		
Computer Diplomacy		$50	$33				•
Dreadnoughts		$30	$20	•		•	
Gulf Strike		$30	$20	•	•	•	•
Incunabula		$30	$20				•
Jupiter Mission 1999		$50	$33		•	$27	
Legionnaire		$30	$20	•	•	•	
Maxwell Manor		$25	$17	•	•	•	
Ram		$30	$20				•
Statis Pro Baseball		$35	$23	•		•	
Super Bowl Sunday		$35	$23			•	•
T.A.C.		$40	$27	•	•	•	
Telengard		$28	$19	•	•	•	•
Tsushima		$30	$20			•	
Under Fire		$60	$40	•			
Under Fire Exp. Disk	NEW	$25	$17	•			

SSG

SSG		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Carriers at War		$50	$33	•		•	
Europe Ablaze	NEW	$50	$33	•		•	
Reach for the Stars 2nd Ed.		$45	$30	•		•	

ETC.

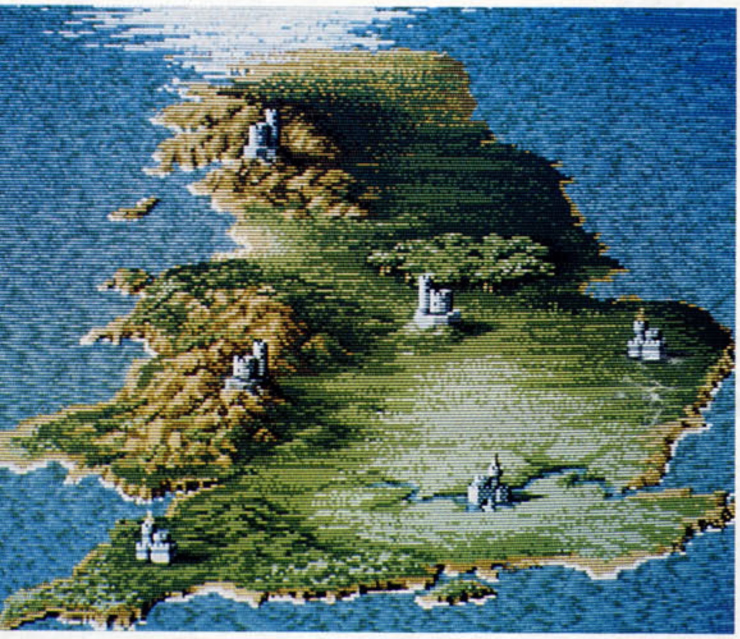
ETC.		LIST PRICE	OUR PRICE	App	Atr	C64	IBM
Alternate Reality		$50	$33	•	$27	$27	
Beachhead		$35	$23	•	•	•	
Black Cauldron	NEW	$40	$27				•
Chickamauga		$35	$25		•		
Clash of Wills		$40	$30		•	•	
Competition Karate		$35	$25	•		•	
Elite		$35	$23	•		•	
Flight Simulator II		$50	$33	•	•	•	•
Flight Sim II Scenery Disks		$20	$15			•	
Gato		$40	$27	•		•	•
Great War, 1914	NEW	$40	$30		•		
Jet Simulator		$40	$27			•	•
King's Quest I, II		$50	$33	•			•
Kobayashi Alternative		$40	$27	•		•	•
Leader Board	NEW	$40	$27			•	
Lordlings of Yore		$40	$30	•			
Micro League Baseball		$40	$27	•	•	•	•
MLB 1985 Team Disk		$20	$15	•	•	•	•
Napoleon/Waterloo-Krentek		$35	$25		•	•	
NFL Challenge		$100	$80				•
Quizam	NEW	$30	$20			•	
Raid Over Moscow	NEW	$35	$23	•	•	$27	
Road to Moscow - Barac		$30	$22			•	
Rome/Barbarians- Krentek		$35	$25		•	•	
Sargon III		$50	$33	•	•	•	•
Spy vs. Spy		$30	$20	•	•	•	
Spy vs. Spy - Island Caper		$30	$20		•	•	
Star Fleet I		$50	$33	•	•	•	•
Universe		$100	$75	•	$70		•
Universe Expansion Pkge.		$15	$12	•	•		•
Universe II	NEW	$70	$46	•			•

Georgia residents call 404-441-3045. ORDERING AND TERMS: C.O.D. orders welcome. When ordering by phone use VISA or MASTERCARD. When ordering by mail send personal check or money order. Include phone number. SHIPPING: Add $2.50 for shipping and handling charge. Georgia residents add 4% sales tax. Shipping for Canadian orders is $4.00 or 5% of order. APO & FPO orders add $3.00 or 5% of order. Shipping for all other foriegn orders is $10.00 or 15% of order. * On all orders before 4:00 pm.

Industry Update



Screen fro



Screen from Defender of the Crown



A lot has happened in the world of computer gaming since our last issue. The Consumer Electronics Show (held in June) and Origins: The National Strategy and Adventure Gaming Convention (held in July) were the settings for numerous game releases and announcements.

THE CONSUMER ELECTRONICS SHOW

The Consumer Electronics Show (CES), held in Chicago during the first week in June, showcased a number of new computer game releases.

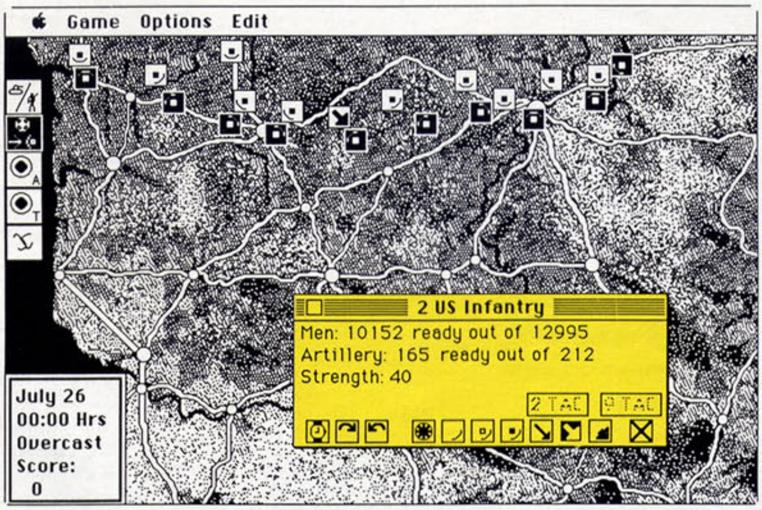
Avalon Hill Game Co. announced a September release of the computer version of their extremely popular board game, *Dr. Ruth's Game of Good Sex*. *Good Sex* will initially be available for the C-64 and IBM with the Apple and Atari versions "to follow". The board game is for "2 to 4 adult couples" but there are special rules that allow one couple to play (isn't a single couple the most traditional way to go with this sort of thing?). Overheard the following month at the Origins convention: "He could not be here, he is working on the rules for the solitaire version of *Good Sex*." Hehehe. You can imagine the sort of puns that were flying around the CGW offices when we began to speculate on the computer version of the game: "Number of players: 1 to 3 depending on sexual preference"; "Joystick required"; etc., etc., etc.

Accolade announced a mid-July release of *Ace of Aces*, a hi-res graphics game in which you pilot an RAF Mosquito over enemy territory to engage in air to air battles, and bombing runs against V-1 rocket bases, U-Boats, and enemy trains. The graphics are impressive. Accolade's *Ace of Aces* should not be confused with Nova's Ace of Aces picture book game which is a wholly different product.

Electronic Arts has been busy. They announced seven new titles for the Apple II, eleven new titles for the C-64, as well as titles for the Amiga, Atari ST, Atari 400/800 and IBM. The Apple titles include: *Thomas M. Disch's Amnesia* (an interactive text adventure written by award-winning science-fiction author Thomas M. Disch); *Battlefront* (the



n Defender of the Crown



Electronic Art's Patton Vs. Rommel

latest release from EA's affiliate, Strategic Studies Group. Simply put, this Apple II 64K WWII game looks great. A must buy for Apple wargamers. Major review coming); *Chessmaster 2000* (a very powerful chess program with "the world's largest library of opening moves". A stunning 3-D perspective is an available option in this program); *Murder Party* (This program allows you to host a murder mystery party of up to seven people. Your computer generates all the materials you need--invitations, instructions, clues, etc.); *Ogre* (announced at CES and released at Origins, this is the computer version of Steve Jackson Game's very popular board game of the same name. Ogre is an incredible powerful cybernetic tank that attempts to crush a small band of armored defenders. Ogre is published by **Origin Systems**); *Timothy Leary's Mind Mirror* (EA describes this program as "part tool, part game, and part philosopher on disk, Mind Mirror is a provocative game perfect for parties or social gatherings"); and *Scavenger Hunt* (the latest design from the fruitful mind of Dan Bunten (M.U.L.E., 7 Cities of Gold, etc.). In this half computer game/half board game up to four players use humorous animated robots to hunt for strange items like the digital donut or a transistor taco). The C-64 titles include all of the above plus *Arch-Mage's Tale (Bards II)* (the sequel to Bard's Tale); *Autoduel* (based on the best-selling Car Wars board game, this one is is published by the Ultima folk: Origin Systems); *Moebius* (fantasy role playing with martial arts, also from Origin Systems); and *Ultimate Wizard* (an arcade game with 100 levels).

Also announced by EA were *Business Simulator* for the IBM (see Taking a Peek); *Age of Adventure* for the Apple and Atari 400/800 (a repackaging and upgrading of two Stuart Smith games; *The Return of Heracles* and *Ali Baba and the Forty Thieves*); *Marble Madness* (now scheduled for a July release on the Amiga); **Ultima III** is now available for the Amiga and Atari ST.

Special Sneak Preview: Chris Crawford's latest Macintosh game, with the working title "Patton & Rommel Go One-On-One" was shown at CES but was not included in EA's list of near future releases.

Intellicreations (aka Datasoft) announced a September release of the computer version (Atari 8-bit, C64, Apple II) of the popular board game *221 B Baker Street*, a graphics/text game in which players attempt to solve "the most intriguing cases ever faced by Sherlock Holmes".

Microprose announced a September release date for *Gunship* (AH-64A Apache attack helicopter game) and a Fall release for Destroyer Escort (described as "the surface version of *Silent Service*"). Both games will run on the C-64, Apple, Atari, and IBM.

Mindscape released *The American Challenge: A Sailing Simulation* for the Apple and IBM. You control the sail, rudder, and centerboard as you sail seven increasingly difficult courses which climaxes with the eighth and final course--a simulation of the America's Cup race. A contest for owners of the game has been set up. Eight top finalists will each win a modem and then compete against each other to win a trip to Perth, Australia, to watch the next America's Cup race in 1987. Mindscape also announced a June release of the IBM version of *Balance of Power*.

The most exciting products we saw at CES were a new line of games under the title **Cinemaware**. Distributed by **Mindscape**, this series is being published by **Master Designer Software** (for the Amiga, Macintosh, and Atari ST).

Unfortunately fully playable versions of the games were not available (this is typical for CES product demos). We were, however, very impressed with what we *did* see. The following information comes from the press release on these games and seems to be an accurate description of the products as we saw them: "Cinemaware interactive movies combine classic movie themes and characters with sophisticated computer graphics. Although the themes vary from gangsters to medieval knights to space-age warriors to Sinbad the Sailor, all are designed as role-playing games with the player's on-screen character growing, changing, and adapting each time the game is played. Because the programs are nonlinear, repeat plays aren't tired, predictable

Continued on pg. 46

Roy Wagner

After the initial sea of game clones for the Amiga the tide has shifted to a small puddle of new items. The biggest wave rolling in so far was Arctic Fox and the next sighted "big-one" is Marble Madness from EA. It seems to be out there somewhere in the distance. On the horizon are Jet from subLogic and others from Sierra and EPYX. We all keep waiting to see how each new release tops the other in appearance and performance on the Amiga.

Only In Your Mynd

Now available for your home computer is Mynd Walker from Commodore/Synapse. From the preliminary version I have seen, this is a very interesting and complex game. Probably the first three dimensional adventure game for the Amiga. The graphics and sounds are sensational. The music that accompanies the game play is very bizzare, as is most of the visual appearance of the game. If you are into wandering around mazes, this one will be like nothing you have ever seen.

Another Type of Game

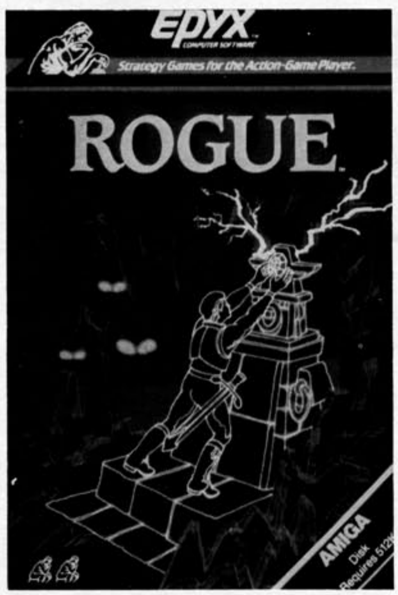
Also available for the Amiga, is Mastertype from Scarborough. Definitely an educational game, it teaches you how to type or improves your current typing abilities. This one challenges you to learn by requiring you to protect your home space ship from enemies attacking you from four directions. It has several options giving you different ways to learn or test your skills. The program is very well presented using excellent graphics. It contains records for each person using it and has an excellent set of online tutorials and help screens. This product is excellent and highly recommended for training those fingers to play those Infocom games faster and for all other typing activities.

From The Land of Giants

A long time ago (in computer time) a game appeared for the mainframers. You know those big room filling electrical giants of computers that once were far more powerful than anything around. Then came the mini-computers possing an idle single functional threat to the mighty giants. A few years later came the homebrew computers that stepped in with 2K of memory. These grew quickly with binary expansion from 2 to 4 to 8 to 16 to 32 to 64 to 128 to 256 to 512 to 640 to whatever. (Funny how 640 just does seem to fit that progression.)

Well now we have "home" computers to equal those formidable giants of olden days. Some of the very cult producing games that resided on these giants have made their way to our very computers. The first to appear were several variations of Star Trek. This was followed by the classic game of Adventure (which appeared under several other names).

Another classic "graphic" adventure is now available. This game started off with the name Rogue. It became so popular



that the name got locked up for commercial distribution, for large computers, many years ago. The original version as it floated from one mainframe to another was often modified and essentially rewritten or "hacked" into a different game from the original Rogue This new game with it's evolutionary modifications came to be known as Hack, the latter is in the public domain.

Both Rogue and Hack use very simple character graphics and display techniques so as to maintain compatiblity with a wide range of computers and typically dumb terminals.

Both of these popular games remained on the larger computers until recently. The Amiga version of Hack appeared very soon after the Amiga was released. The early version used character graphics to depict the many rooms, tunnels, characters and items that make up the game. A new public domain version has now converted the simple character graphics to more sophisticated images. Most user groups or public domain libraries have the game and source available for a nominal cost.

Rogue has just appeared on the commercial market from EPYX. It's presentation is very nice graphically, albeit the graphics are very tiny. It retains the flavor of the original games where a single dungeon level can be displayed on the screen. All images, be they monsters or items of interest are the size of a single 80-column character. Even with a good analog RGB monitor, the image definition is hard to discern. The game has no sound. It can be played using mouse-menu or keyboard.

The premise of the game is to transverse 26 levels with several rooms at each level to seek out an amulet at the deepest level and get out again. In doing such, you must contend with numerous monsters with greater strength at each lower level, potions, traps and keeping yourself healthy. The game can be saved, but if you die your saved character is lost. (Note: it is possible to copy your saved character file for later use as needed. This is done outside of the program using direct DOS commands.)

I found the Amiga versions of Hack and Rogue to be remarkably similar in appearance. Hack was more humorous in situations and comments. Rogue was certainly much more refined in presentation. These are both early entries of graphic adventures for the Amiga.

Three For One

Another classic (this time from the early days of the C64) that has just been released for the Amiga, is the Temple of Apshai trilogy from EPYX. There are three separate games/areas to explore, each with four levels with 40 to 50 rooms per level. A character is created with the various adventuring attributes, armed and armoured, potioned and elxired. Then off to explore for treasure, hidden rooms, monsters to battle with, and to seek fortune and experience. Movement is handled easily with the mouse. All other actions are done using single letter keyboard commands. The use of sound is minimal (footsteps). Graphics are excellent. There still remains some of the early redisplaying of rooms as you move from one to another. (We all have now come to expect smooth graphic scrolling when moving from one point to another.)

For simple exploring adventure and mapping this fills the need. It is a good introduction for beginning or younger players. There are no puzzles to solve.

Famous Comstar National Brand

10" Printer Sale

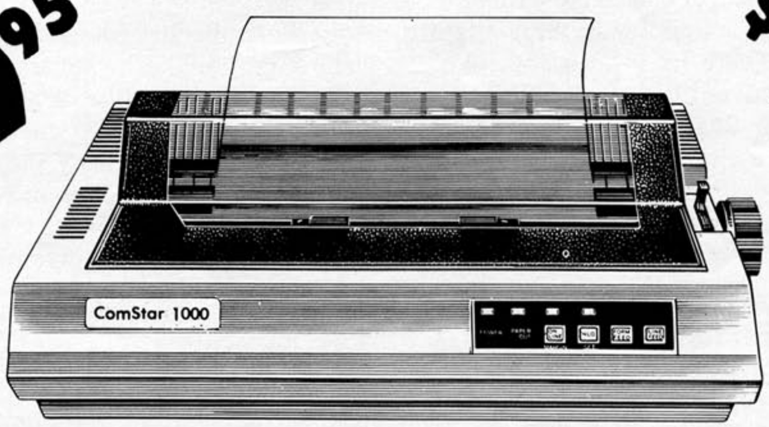
Includes Commodore Interface

Near Letter Quality *Near Letter Quality*

Best Value in the USA

• 100 CPS draft/20CPS near-letter quality • Dot Addressable Graphics • Adjustable Tractor and Friction Feed • Automatic Paper Loading • Right and Left Margin settings • Pica, Elite, Condensed, Italics • Superscript • Subscript • Underline, Bold print, Double Strike • Superb NEAR LETTER QUALITY

$179.95



$179.95

Easy to Use

Fantastic Graphics

2 Year *limited* **Warranty**

The Comstar 1000 is one of the best values in the United States today. Print your letters, documents, programs, pictures, and more at a blazing 100 Characters Per Second or 20 cps in the Near Letter quality mode. (Looks just like it came from a typewriter.) Plus, choose your printing mode (NLQ, Draft) from your wordprocessor or by simply pushing the controls on the front panel. Fantastic Quality at a Fantastic Price.List $349.00 **SALE$179.95.**

Print Method
Serial impact dot matrix (9 pin)
Print Speed
Draft- 100 CPS NLQ- 20 CPS
Character Sets
96 ASCII Characters, Marker, Symbols (includes italic font)

Ribbon (Life exp.)
Black: cassette (2.5 million characters)
Dimensions
15.4 (W) x 10.9 (D) x 4.7 (H) inch
Weight
Approx. 10 lbs
Character Spacing
Fixed

Line Spacing
1/6, 1/8, 7/72, and 1/216 inch
Paper Feed
Adjustable tractor and friction feed
Paper feeding Direction
Bi-directional
Copies
2 plus original

Supply is Limited so Buy Today

Add $10.00 for shipping, handling and insurance. Illinois residents please add 6% tax. Add $20.00 for CANADA, PUERTO RICO, HAWAII, ALASKA, APO-FPO orders. Canadian orders must be in U.S. dollars. WE DO NOT EXPORT TO OTHER COUNTRIES, EXCEPT CANADA.
Enclose Cashiers Check, Money Order or Personal Check. Allow 14 days for delivery, 2 to 7 days for phone orders, 1 day express mail!
VISA — MASTER CARD — C.O.D.
No C.O.D. to Canada, APO-FPO.

PROTECTO

We Love Our Customers

22292 N. Pepper Rd., Barrington, Illinois 60010

312/382-5244 to order

Circle Reader Service #18

Roy Wagner

Gamemaker, Gamemaker, Make Me A Game

There have been several programs released to help you write your own games. The first was probably the *Pinball Construction Set* by Bill Budge and the *Adventure Construction Set* by Stuart Smith from Electronic Arts. There have been several "write your own" text adventure games. *White Lightning* came in from England to help create arcade type games using a Forth like language. This last program made it possible to write some excellent arcade type games. However, learning to use the program was fairly complex.

But now from Activision, one of the top producers of arcade games for the Commodore 64/128, comes Garry Kitchen's *Gamemaker: The Computer Game Design Kit*. This package is an excellent set of menu driven tools that help you easily write your own high quality games. It starts with a master Main Menu of commands that handle program editing. Nearly all program lines can be entered using a joystick as you lay back in a comfortable chair. Other specialized programs are loaded when selected from the menu. These include: SceneMaker for drawing background game scenery, SpriteMaker for creating those objects that will be animated or be used for collision detection, SoundMaker to produce sound effects, and MusicMaker to provide a musical theme score to your game. These tools provide you with all you need to produce a game like *Pitfall* or *Chopper*.

The documentation for this product is outstanding. It comes complete with several tutorials on all phases of game writing. The programming language used is structured. It is very easy to understand if you have a working knowledge of of BASIC. The games you write can be passed along to friends who do not have the kit (a blank disk is even included with the package). If you come up with something really special, you might even send it to Activision.

The British Are Coming...Again!

The British software is finally making a big showing in the US marketplace. It started nearly a year ago with Mastertronic software for $9.95, but that never seemed to really make it. Then a few months ago we had a lot of cassette based software that did not make it. I don't think that they realized that 97% of the Commodore systems in the USA have disk drives. Not many even remember that Apple and IBM once had a cassette option.

Well, the British are coming again. This time they may make it. Several new games have come in from Firebird. *Elite*, a very good 3-D space game, and *Colossus*, a good chess program are both being received quite well by the reviewers and customers. Their new *Music System* series is said to be the best yet for the C64/128. (Probably the most popular music program currently is the *Sidplayer* from Compute.)

Firebird has also released a number of new games. These are packaged under the name *Silverdisk: 2 games in one pack*. The titles include: *Booty & Cylu, Willow Pattern & Chimera, Gerry the Germ* [Named after our circulation director no doubt] *& Microcosm, Runestone & The Helm, Sabre Wulf & Underwurlde,* and *Rasputin & Chicken Chase*. There is even a Silverdisk package that in-



cludes two wargames: *Battle of Britain* and *Battle for Midway*. There is a wide range of quality in these games, but what makes these games unusual is the reasonable price (two games in each $19.95 package). Generally, these games are good for several days of fun. Then pass them along to a friend. I particularly liked *Willow Pattern*'s visual appearance.

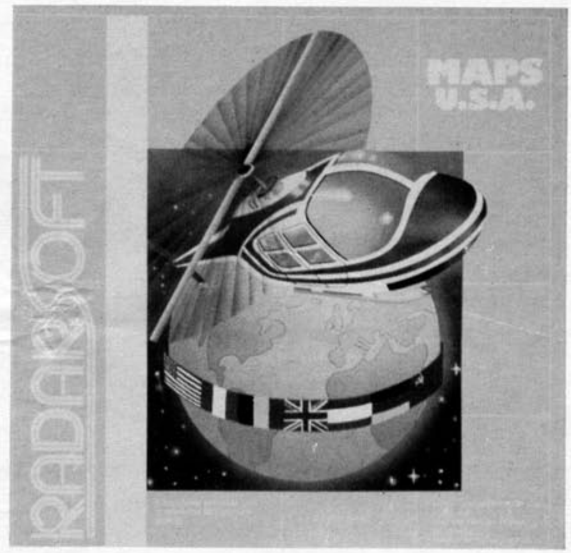
Mindscape has also introduced a package of three British games. These are *Brian Bloodaxe, Revelation,* and *Quovadis*. They are joystick arcade games. All three are in one package. Another single



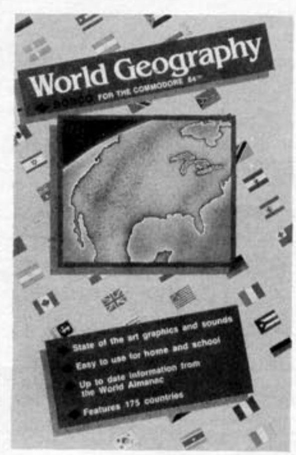
British release from Mindscape is *Spell of Destruction*, a 3-D graphic adventure that is very challenging. The manual provides you with a step-by-step walkthrough for the first of many puzzles that you must solve to explore over 70 areas. I found the use of keys 1 and 2 to scroll through spells a bit awkward. I would have preferred to see them use the cursor keys. Also the graphics seemed small because they only used a small portion of the available screen. An interesting game.

Here And There

Two nicely done geography (read that educational) games are available that help us or our children know more about states, cities and countries. *Map USA* from RadarSoft (c/o ACK Inc. 655 John Muir Dr. E411, San Francisco, CA 94132) has us



flying a simple helicopter to states, capitals and cities. Our score is based on how quickly we find the correct location. A flashing area indicates that we are near our goal and aids us greatly when we have no idea where that goal is and must search for it. The program is fun and certainly teaches us. Ironically the program comes from Holland.



World Geography from BobCo (200 7th Ave., Suite 111, Santa Cruz, CA 95062 features a fascinating display of the earth spinning at great speed. We can select from major areas of the world or from all of the world. The spinning globe stops with a blinking area identified. That area is displayed on the other half of the screen as a relief display (different colors identifying land types). We are then asked a set of multiple choice questions.

Continued on pg. 44

Kobayashi Revisited

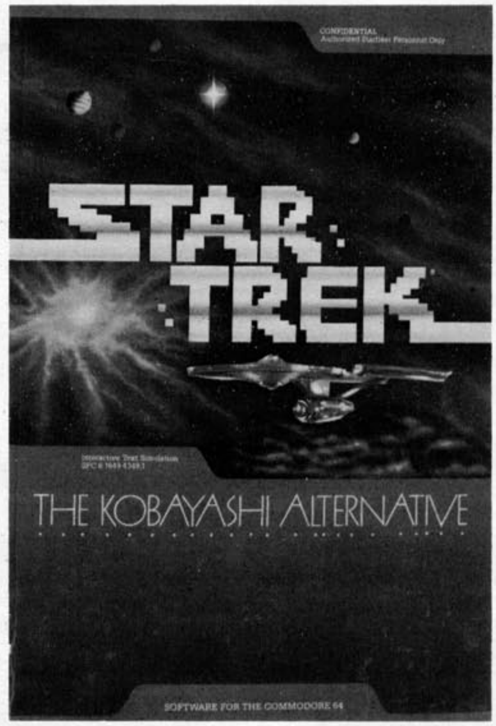
Here we are at the tail end of summer, enjoying lazy days before the annual Great Autumn Pre-Christmas Rush of New Games (and if word from CES is correct, there should be some neat new games out in the late fall). But don't let me keep you standing at the door, come in, sit down, make yourself comfortable. Fred is off at the annual Grues Convention (held, as usual, in the Dark Room of Colossal Cave), but the dwarf behind the bar is adequate. So relax, drink up, and we'll take a second look at a game that had a few flaws the first time around.

My original article on The Kobayashi Alternative appeared in the March '86 issue of CGW. At that time, I mentioned the many problems found during game play, almost all of these due to inadequate programming. The article ended with the possibility that a revised version of Kobayashi might be forthcoming, one that would clean up the defects of the first version. Well, that new version IS out, and the news is not good, especially for Apple owners.

This is a real shame, as it is quite evident that Simon and Schuster, the game publishers, are sincere in their desire to put out a quality product. When the complaints about the bugs and poor documentation came rolling in, they did not ignore the situation, but went ahead to correct the deficiencies. Alas, it was not enough, at least not for the Apple version. Bugs continue to plague the game, and one in particular may cause great frustration to players. This major bug I call the "Kornfeld Effect", in honor of my friend Tracy Kornfeld, who, with great persistence, managed to track it down to visiting the planet Orna.

We had suspected that Orna (a planet of no real significance in the game) might be the trouble spot, and indeed, Tracy's exhaustive experiments proved it to be so. Simply put, visiting Orna will later cause some of your items, such as the phaser, communicator, and tricorder, to disappear. It also causes the Rird device (without which you can't finish the game) to vanish as well. Obviously, that is a big problem. The simplest way to avoid it, is to stay well away from Orna.

Unfortunately, this is easier said than done. The new documentation with the game contains a sort of "walkthru", which takes you to one of the planets, showing you what commands are used, as a training example. Guess which planet they are using for this example? Right, Orna! So right off, anyone with the Apple 1.1 version is in trouble. So if you have the 1.1 Kobayashi, and have already visited Orna, start over again, and don't go there. And if you know of someone who is playing it, spread the word on this bug. It will make life much easier all around (oh yes: you still can't get the shuttlecraft repaired, whichever version you have).



Of course, by avoiding Orna, you won't be able to obtain the highest possible score. One way to get around this is to visit Orna next to last, before you go to the Protostar. Then, it won't really matter if your equipment disappears, although you are taking a chance with the Rird device, which might vanish on you. Save the game before you go to Orna, if you want to try this.

Another problem spot is Andorgha. While you won't pick up any useful information there, you do have to blast the enormous tractor beam that holds you in orbit. Ordinarily, this would not be troublesome, except that finding the true location of the beam is rather difficult. There is a large island with a mountain, and the tractor is located to the east of the mountain. However, whatever spot you beam down to east of the mountain, you get a message that "You notice in the area: Installation".

This, of course, is not true. The tractor beam is only in one spot. But you will get those messages wherever you beam down, including WEST of the mountain! Finding that tractor beam has now be-

come a lifetime quest. The difficulties are compounded by the fact that, as you walk around the area, you get no further messages about the installation. Terrific. You end up playing a guessing game as to where that tractor beam really is, and waste a lot of time and effort doing so. With that in mind, I will save you a little frustration. When in orbit around Andorgha, don't even bother to visit the surface. Lock ship's phasers on 7500.2500, and blast away a few times. It will take several shots, but the tractor will be destroyed, and you can go on to better things.

By the way, if you look in the hints section of the new manual, they give several surface coordinates for Andorgha. Two of them are incorrect, and beaming down to them will put you in the helium sea. These incorrect coords are 10005.6480 and 10620.9640. Stay away from them. And if you should decide you want to see what's down there, remember to be VERY careful when walking to the east. You will NOT get any warning messages as you approach the sea, and may find yourself dead before you realize it. It only happens when going east. It also happens on Hastorang, when you are in the vicinity of the moat. This was a problem that showed up in the original version, and is still with us. So watch where you're going.

Another problem I encountered was with Bhrffy (who comes, of course, from the planet Bhrf, one of the unknown ones). Bhrffy has a special ability: he can sense Klingon ships. Anywhere, anytime. Unfortunately, in the one situation where he is supposed to be useful (at Rird), he was also frustratingly silent. Sigh.

Aside from bugs, there is also the matter of skimping. It seems that the most care and attention was lavished on the IBM version. For example, you may have heard rumors of a Klingon space station. Well, there IS one, but you won't find it in the Apple version (it's on the space station that Sulu and his crew are being held captive, although you can't do anything for them until the end of the game).

Further, the new docs indicate that there is a Quit command in the utilities section, which allows you to end the game and gives you your current score. You won't find that on the Apple, either.

NEW FROM SIMULATIONS CANADA

HAVE YOU EVER WONDERED WHAT THOSE OTHER GAMES ARE MISSING?
THE SPARK JUST ISN'T THERE.
PERHAPS WHILE DOING THE PRETTY PICTURES,
THEY FORGOT THE INNOVATION, REALISM, & ACCURACY.
WE DIDN'T.

OUR NEWEST COMPUTER GAME:

OPERATION OVERLORD, The Invasion of Europe, 6 June through 28 August, 1944.

World War II was nearly 5 years old. But since the summer of 1940 all had been fairly quiet on continental Europe. The Axis had been kicked out of North Africa and the Italian campaign had ground to a stalemated halt. Hitler's attention, and most of the prime fighting forces of Germany, were tied down in Russia. The time for the Allies to open the second front had finally come. OPERATION OVERLORD is an upper operational/lower strategic level look at the first 11 weeks of the re-entry into Fortress Europa. The Allies may land historically or secretly pick from the other potential landing zones. The Axis may freely deploy its defence forces or use the historical positions. And then only decisive decisions in the face of limited intelligence and raw combat power will decide the day. Situation maps and marker sets for both players are included. The computer will play either side. Design by S.St.John, art by J.Kula. Disk for Apple II or IBMPC systems.

OUR NEWEST BOARD GAME:

LINE OF BATTLE, Tactical Capital Ship Combat, 1914 through 1924.

Lord Fisher started it all when, in December of 1905, he approved the laying of the keel of Dreadnought, the first of a type of line of battle ship that would make everything built before it obsolete and whose concept would dominate the big gun ships of major navies for the next 40 years. By the eve of the Great War full fleets of these vessels faced each other across the narrow European seas ready to fight for domination of the open ocean. LINE OF BATTLE is the first part of a two part game system designed to cover the concept of all the big gun ship. Its integrated combat system depicts shell strengths, immune zones, armour placement, gun ranges, and angle of shot without resort to complicated calculations. Detailed rules on movement, command, and other vital factors complete the game. Unit counters are included to cover every European, American, & Japanese dreadnought of the period. Design by S.Newberg, art by J.Kula.

COMPUTER GAMES FOR THE APPLE II(†), COMMODORE(•) & IBMPC(★)

GOLAN FRONT, the Arab/Israeli War in the North, 1973 †•
BATTLE OF THE ATLANTIC, Naval Combat Against the Axis †★
SIEG IN AFRIKA, Rommel in the Desert, 1940-1943 †•
FIFTH ESKADRA, Operational Modern Naval Combat †•
FALL GELB, The Conquest of France, Spring 1940 †•
GREY SEAS, GREY SKIES, Tactical Modern Naval Combat †•
SEVENTH FLEET, Modern Naval Combat in the Pacific †•

ORDERING INFORMATION, PLEASE READ CAREFULLY: Board games are $15.00 each in ziplock packaging or $20.00 each boxed. Computer games are $60.00 each and are only available boxed. Please specify the game title(s) desired and the type of packaging on a separate sheet and send it, along with your payment, to our address below.
NOTE: Purchasers outside Canada should send payment in U.S.funds (meaning Americans can just write a cheque). Canadians must add 25% for Federal Manufacturers Sales Tax & shipping. Nova Scotia residents must add an extra 10% of the total for Provincial Tax. Orders from locations outside the United States and Canada must add $3.00 per game to cover extra shipping & handling.

SIMULATIONS CANADA, Dept. C, P.O.Box 452, Bridgewater, Nova Scotia, Canada B4V 2X6

Circle Reader Service #9

The only way to stop playing is to turn off the machine (or boot something else). You also can't change the settings of your phaser, although the manual says you can.

Speaking of the new manual, overall, it is MUCH better than the little folder that came with the original version. The docs now give you a complete list of the crew on board, the phrases that aliens will understand, examples of the commands and how to use them, a complete explanation of the special function keys, and a sealed hints section in the back, in case you get really stuck. In other words, everything that they should have told you the first time. Still, better late than never, and the new manual is really quite helpful (so long as you avoid those Andorgha coordinates).

For those of you who may not have the manual (which comes with the new 1.1 version), some help and hints on making it through the game. First, here are the nine phrases that aliens understand (although they may not always respond to them; tricky creatures, aliens): "Hello", "Who are you", "I am Kirk", "We are friends", "We come in peace", "Have you seen Klingons", "Where is [insert name of missing person]", "Can you help us" and "Can you understand me". Aliens will not respond to anything else.

Regarding planets, there are 10 known planets at the start of the game. There are also five unknown planets, plus one special location, whose coordinates you must ferret out and visit. To save time, I will only mention those that are important (ie, have useful information of one sort or another). Remember, tho, that your score will be higher if you visit every planet (except, of course, Orna!).

Achir: Wear your spacesuit, and wander around. Make careful note of what the Harapha tells you.

Malakiyy: The ship is more important than the transmitter. Use your tricorder.

Khut: Find the city and look for the crowd. Listen carefully to the Khuti.

Tshio: Freeing Spock is the first item on the agenda. He thinks like they do, so keep in mind the Vulcan's special abilities. Then look for an energy source.

Klusos: Before beaming down, ask the computer for data on crewmember Naraht. The northern mines should be your destination.

Hastorang: Talk to the wizards.

The unknown planets (again, only the important ones):

Bhrf: Visit the Recreation area before beaming down, and don't go empty-handed.

Ascella: The planet itself has nothing, but something special may show up after you return to the Enterprise. However, don't linger in the area.

Rird: Very important place. Don't get trigger-happy; not everything is what it seems here. Bhrffy may or may not be helpful. Once the Klingon is destroyed (check your phaser strength!) you can rescue the Rirder pilot on the surface.

Space buoy: Have the message analyzed. Remember the buoy is a communications device.

Protostar: Listen carefully to Spock, and remember Tshio. Check the Engineering area for an important item, and then head for the Transporter Room. Time is short here, so save the game before you set course for the protostar.

The planets I haven't mentioned either have no information at all, or else what they do have is "background stuff", which helps you to understand what is going on, while not actually getting you any further towards your goal. When you have been to all the planets (except Orna), you will have the complete picture.

Overall, I can't say I'm happy with the revised version. Again, there seems to have been an inadequate amount of play-testing, which let two severe problems (as well as several minor ones) remain in the program. While I have yet to play any game that was 100% bug free, the problems in both Apple versions are simply too much. Simon and Schuster's attempts to fix the original are laudable, but lacking competent testing, have not made much difference, and in this case, have even made things worse. Insofar as the Apple 1.1 version is concerned, I cannot recommend it. Other versions (most notably, the IBM), I have heard, do not contain quite so many flaws, and are more playable. Try before you buy.

Well, that's about it for now. Remember if you need help with an adventure game, you can reach me in the following ways:

Delphi: Stop by the GameSIG (under the Groups and Clubs menu).

GEnie: Visit the Games RoundTable (type: SCORPIA to get there).

Source: Send SMAIL to ST1030.

Via U.S. mail (PLEASE enclose a self-addressed stamped envelope if you want a reply!), send your questions to:

Scorpia
P.O. Box 338
Gracie Station
New York, NY 10028

Until next time, happy adventuring!

Copyright 1986 by Scorpia, all rights reserved.

Circle Reader Service #10

STRATEGIC STUDIES GROUP

BRING YOU ANOTHER CHALLENGING AND ENTERTAINING SIMULATION. STEP INTO THE PAST AND EXPLORE SOME OF THE MOST EXCITING

BATTLEFRONTS

FROM WORLD WAR II



BATTLEFRONT

is a recreation of land battles from the Second World War.

Four separate scenarios are included with the game system as well as a comprehensive and easy-to-use design kit. The scenarios are Crete (1941), Stalingrad (1942), Saipan (1944) and Bastogne (1944-5).

Each commander can control a force as large as an army corps; up to 60 battalions distributed in 3 divisions. The computer can direct either or both commands, allowing for an exciting face-to-face contest with a friend, challenging solitaire play and/or extensive historical analysis.

A complete range of unit types is provided including among others, infantry (foot, motorized and mechanized), armour, anti-tank, artillery, engineer, parachute and marine battalions.

The game mechanics will simulate meeting engagements, mobile defense operations, set-piece assaults, amphibious and airborne invasions in any combination.

Unit strengths and types, types and difficulty of terrain, effects of roads, cities and forts are all software controllable. A complete and accurate battle environment can be built up to recreate each scenario.

Off-board air and naval support, air superiority, weather, supply, fatigue and combat experience are all included.

Your role as the corps commander is to direct the divisional and regimental HQs of your force by assigning an order from the appropriate action menu. The actual movement of battalions and the resolution of any conflict is handled by the computer.

The strategic and tactical decision making is up to you. How well your men execute your orders will be a true test of how well you have commanded them.

AVAILABLE FOR THE APPLE II FAMILY AND THE COMMODORE 64 FOR $40 AT ALL GOOD SOFTWARE AND GAME RETAILERS

OR DIRECT FROM STRATEGIC STUDIES GROUP.

IN THE US – 1747 ORLEANS COURT, WALNUT CREEK. CA. 94598. (415) 932-3019

IN OZ – P.O. BOX 261, DRUMMOYNE. 2047. (02) 819-7199



First, there was PHANTASIE™, one of the most popular fantasy role-playing games ever made.
PHANTASIE
SSI
Now, a new adventure begins...
PHANTASIE II
TM
For no reason other than for perverse pleasure, the Dark Lord Nickademus fashioned an evil orb, through which he cast a curse on a beautiful island and its people.
Now, six intrepid adventurers under your guidance brave the cruel warlock's wrath to find and destroy his nefarious handiwork.
If you've played the original PHANTASIE, you may transfer those same characters to this sequel. If you haven't, don't worry. You can always start with new characters that range from mere humans to exotic, unearthly creatures.
This exciting adventure can start right away by a quick visit to your local computer/software or game store today!
If there are no convenient stores near you, VISA & M/C holders can order this $39.95 game by calling toll-free 800-443-0100, x335. To order by mail, send your check to: STRATEGIC SIMULATIONS, INC., 1046 N. Rengstorff Ave., Mountain View, CA 94043. (California residents, add 7% sales tax.) Please specify computer format and add $2.00 for shipping and handling. All our games carry a "14-day satisfaction or your money back" guarantee.
WRITE FOR A FREE COLOR CATALOG OF ALL OUR GAMES TODAY.
ON DISK FOR 48K APPLE® II SERIES & C-64™.
PHANTASIE and PHANTASIE II coming soon on the ATARI® ST!
SSI
©Copyright 1986 by STRATEGIC SIMULATIONS, INC. All rights reserved.
PIPPACOTT (1)
1 SWAT HUMAN RANGER OKAY
2 RUFF DWARF PRIEST OKAY
3 LORD DULL ELF WIZARD OKAY
4 SYLVIA HALFLIN THIEF OKAY
5 HAM OF RYE GNOME MONK OKAY
6 SKULLCRUSHER MINOTAU FIGHTER OKAY
-- ADVENTURERS GUILD --
PARTY MEMBERS: S)PELLS T)RAINING D)ROP FROM PARTY
GUILD MEMBERS: L)IST P)URGE N)EW MEMBER R)ENAME A)DD TO PARTY
E)XIT GUILD
COMMAND:
A small section of the wilderness your band must explore.
A sample of recruits from the Adventurers' Guild.
You must map out dungeons and fend off hideous monsters.
Your group has found Pluto's Palace in the Netherworld.
APPLE, C-64 and ATARI ST are trademarks of Apple Computer, Inc., Commodore Electronics, Ltd., and Atari, Inc., respectively.

And The Winner Is...

In our April issue (#27) we sponsored a tongue-in-cheek generic adventure game design contest. For those of you that missed it, we repeat the details:

Have you ever noticed how similar many adventure games are? Well, here is your chance to "design" one. Following a well established pattern, we provide you with the framework for your very own adventure game design. Get Creative! We will publish the most interesting ones. Here is your framework:

The (fill in blank) has been lost (or kidnapped). For whatever reason you are the only one who can save/find the lost/kidnapped (fill in the blank). Although your background (which, fill in the blank) indicates that you would be out of your mind to go on this perilous quest, you go forth. You are opposed by the evil (fill in the blank) who has sent, to attack you, armies of evil creatures such as (fill in as many blanks as you wish). Along the way you must figure out certain puzzles such as (fill in a few blanks).

Although you start your quest with only the clothes on your back and (fill in an amount of money) you can buy such weapons as (fill in some blanks) and eventually learn such magic spells as (fill in some blanks).

In the end you are victorious and are ready to go onto Generic Adventure II, III, IV, etc. (pick one).

We were pleasantly surprised at the number of interesting submissions we received. However, the two most interesting "adventures" came from the same person: Daniel Antolec of Monona, WI. Unfortunately for Daniel, first prize in this contest was an all expense paid trip to Monona Wisconsin! Tough break Daniel! Here are his two entries:

Entry #1

The Mayor's sister's third cousin's ex-father-in-law's half twin has been kidnapped. For whatever reason you are the only one who can save the kidnapped jerk. Although your background as a cereal box label proofreader and part-time atomic scientist indicate that you would be out of your mind to go on this perilous quest, you go forth. You are opposed by the evil downtown parking meter maid who has sent, to attack you, armies of evil creatures such as terrible two year olds with runny noses and sticky lollipops, radioactive cannibalistic bag ladies wearing mismatched socks and pointy toed high heeled boots, and overgrown mutant sonic eggplants from a distant invisible parallel galaxy, vacationing for the summer. Along the way you must figure out certain puzzles such as: making a DNA molecular model to scale, using colored plastic beads; answering the question, "Why do doughnuts have holes?"; performing field sobriety tests for State Troopers in a snowstorm while wearing bikini briefs and reciting the preamble to the Constitution backward, in morse code.

Although you start your quest with only the clothes on your back and a pocketful of Monopoly money, you can buy such weapons as a model T45 super-magneto atomic powered slingshot with night-sights, a +472 magic sword, or a self-propelled mithril laced flyswatter with multiple neutron bomb warheads, and eventually learn such magic spells as: "Ye Olde Income Tax Evasionne", "Transmutation To A Perfect Likeness Of Elvis Presley", and "Magic Missiles Which Seek Out Editors Who Don't Publish Your Contest Entry!".

In the end you are victorious and are ready to go into Generic Adventure XXIV, etc.

Entry #2

The Holy Hoover Upright has been lost. For whatever reason you are the only one who can find the lost vacuum cleaner. Although your background as a tax advisor to Al Capone, mechanical engineer for the Edsel and public opinion consultant to the "let's Make A Susan B. Anthony Dollar Coin Committee" indicates that you would be out of your mind to go on this perilous quest, you go forth. You are opposed by the evil Middle East arrogant madman fanatic (choose one) who has sent, to attack you, armies of evil creatures such as wimpy overstuffed plastic garbage bags which leak disgusting smelly liquid all over your feet when you try to carry them to the curb on Wednesday mornings, mutant Berserker little old ladies with tiny nervous yippy dogs that like to bite you in the calf, and acne-faced Neanderthal drug crazed teenage grocery bag packers who always put the carton of eggs under the watermelon. Along the way you must figure out certain puzzles such as, "Why are baseball players paid more than the President?", "Does it make a noise when fish burp underwater?", and "Why are Superbowl game winners called 'world champions', when they never play teams from another country?".

Although you start your quest with only the clothes on your back and a checkbook from an overdrawn account, you can buy such weapons as a slightly used Sgt. York antiaircraft defense system, missile resistant plastic garbage can cover +1 shield, and a bag of colored Bozo the clown water balloons, and eventually learn such magic spells as: "Read Physician's Handwriting", "Understand Auctioneer's Speech", and "Believe Politician's Promises".

In the end you are victorious and are ready to go onto Generic Adventure Meets Godzilla, etc.

Circle Reader Service #11

Frank Boosman

In this issue we look at two interesting simulations. In the case of *Orbiter*, from Spectrum Holobyte, the subject is a flight on a Space Shuttle, from pre-flight checks at Kennedy Space Center to roll-out at Edwards Air Force Base. *Flight Simulator*, written by Sublogic and distributed by Microsoft, puts you behind the controls of a Cessna, a Lear Jet, or a World War I fighter.

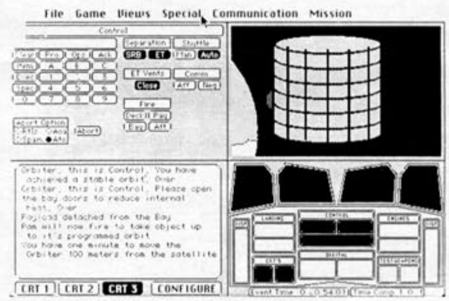
TO SLIP THE SURLY BONDS OF EARTH

Have you ever been playing a computer or arcade game with a space motif and thought to yourself, "Wouldn't it be fun if there was a realistic space game? Say, a game about the Space Shuttle?" If you have, or if your childhood dream was to become an astronaut, then you'll definitely want to look at *Orbiter*, Spectrum Holobyte's new Shuttle simulation. In it, you can climb into the crew compartment of your very own Shuttle; launch yourself into space; deploy, retrieve, and repair satellites; take spacewalks in the Manned Maneuvering Unit (MMU), land safely (or perhaps not, depending on your skill), and more.

Orbiter works somewhat differently from most Macintosh applications; instead of overlapping windows, it has four tiled windows, each taking up one-quarter of the screen. One of the windows is always an overview of the Shuttle's instrument panels; you can zoom in on a particular section by clicking on it and then the quadrant of the screen you'd like it to be displayed in. The full complement of instruments is available: you can control your engines, operate the Manipulator Arm, check your position over the Earth, and even run pre-loaded programs on the Shuttle's computer system. Most of the controls are easy to operate and quite intuitive; a notable exception was the control for the Manipulator Arm. I found myself growing quite frustrated while trying to use it, and I'm sure that had I been operating the real thing, I would have thoroughly destroyed it. Luckily, the designers of *Orbiter* provide a control to automatically grab nearby objects with the Arm, sparing players from the necessity of operating it manually.

As I said, *Orbiter* starts with pre-flight checks at Kennedy Space Center, although you can also begin the game in orbit or on landing approach. Mission Control speaks to you, both literally and figuratively, talking you through pre- and in-flight sequences. One of the Shuttle CRTs available for viewing can be configured to display messages from Mission Control; optionally, your Macintosh will speak these messages, a nice touch. A list of computer programs which can be run on the Shuttle is provided in the manual; before liftoff, Mission Control will instruct you to execute some of them to prepare the Shuttle for launch. You will also need to adjust certain controls both before and during flight. Your Macintosh will rumble as you start your engines and clear the tower. Within a few minutes, you'll be in orbit, and ready to accomplish your mission.

Like the astronauts, you too can work in shirt sleeves as you move to the rear instrument panel, where you can observe your cargo bay, use the Manipulator Arm, and check and deploy your payloads. If you like, you can suit up in the MMU and fly outside of the ship. Your mission will vary from flight to flight; you may find yourself deploying a secret military payload, the Space Telescope, or even rendezvousing with a space station. Future missions may be more military-oriented; your Shuttle is equipped with laser weapons.



How is *Orbiter* as a simulation and as a game? As a simulation, it's excellent. The people at Digital Illusions--the designers of *Orbiter*--put a lot of thought and detail into their game. It has been said they wore out more than one copy of *The Space Shuttle Operator's Handbook* during the design of *Orbiter*, and that rings true. The Shuttle is replicated on the Macintosh with incredible accuracy. If you're a budding astronaut, you could do a lot worse then play this game until you know it inside and out. About the only thing missing from *Orbiter* that's on the real Shuttle is the zero-gravity toilet.

When it comes to looking at *Orbiter* as a game, though, things get a bit more difficult. As strange as it may seem, a lot of flying the Shuttle is boring--a lot of pushing buttons, running computer programs, and the like--and it shows. Much of your game time will be spent watching the Shuttle fly itself. Of course, you can learn to fly the Shuttle manually, but if you do, let NASA know: I'm sure they have a position available for you. *Orbiter* is not a grip-the-sides-of-your-seat, sweat-running-down-your-forehead game. But if you really want to know how the Space Shuttle works or re-

live some of your childhood fantasies, then *Orbiter* is just the ticket.

Before I move on to the next game, I would like to say something about Spectrum Holobyte: I commend them for releasing *Orbiter* without copy protection. It's a big step for them, and an important experiment for the computer gaming industry. *Orbiter* is now one of only three major non-copy-protected games I know of; the others are *Macinooga Choo-Choo*, reviewed here last month, and *NFL Challenge*, which (currently) is only for the IBM PC. If enough people support Spectrum Holobyte in their test, we may see many more games without copy protection. Meanwhile, write or call the other major Macintosh game manufacturers--Electronic Arts, Mindscape, and the like--and tell them you would like to see them remove copy protection from their games. And no, I'm not going to preach to you. You already know what kind of a person you are.

DARING YOUNG PEOPLE AND THEIR FLYING MACS

Many people have called *Flight Simulator* (FS) the most successful computer game ever produced. This may or may not be true, but certainly FS is at least *one* of the most successful. In any case, it seemed like it would only be a matter of time before a Macintosh version would be released. The time is here. How much use has Sublogic made of the Macintosh's high-resolution screen and high-speed 68000 processor? The answer is...

Quite a bit, actually. After playing FS on an IBM, an Apple //e, and now a Macintosh, I can tell you that playing the Macintosh version makes me feel as if FS has finally been unleashed. Instruments that were once fuzzy and indistinct are now clear and readable; the old reliable Cessna has been joined by a Lear Jet; excellent digitized sound is sprinkled throughout; and best of all, instead of small amounts of wire-frame scenery, there's lots of scenery, and it's all solid-looking and shaded.

Another plus for FS is its excellent documentation; you get a thick, typeset manual (similar to Microsoft's manuals for Excel and the like), along with a quick reference card. The manual teaches the basics of flight, including some of the complexities of modern flight, and it also includes nicely-done aviator-style maps of all the flying areas defined on the disk. Were all game manuals this good!

Of course, FS has its faults as well. While playing it on my 512K Mac, I encountered more than one system crash, although never in the middle of a flight. Also, unlike *Orbiter*, FS is heavily copy-protected, although a provision is made for making one backup copy. Perhaps its worst fault, though, is the non-standard system routines. Menus, windows, and dialog boxes look and work differently than on other Macintosh programs, and not for the better. Apparently, Sublogic wrote their own system routines to facilitate easy transfer of FS code to different machines (such as the Amiga and Atari ST), and their routines really dim in comparison to the standard Macintosh routines. There isn't much of an excuse for this; Sublogic should have taken the time to customize FS for the Macintosh.

As a game, FS is exciting. Flying beneath the Golden Gate Bridge was a big thrill, and really had me sweating. FS wins as a simulation as well; the flight characteristics of the Cessna and Lear Jet seem realistic, and the instrumentation is complete.

Since I have little space left I'd like to say something about the difference between reviewing a game from a relatively small company (such as Spectrum Holobyte) and reviewing a game from a large company (such as Microsoft). When I needed a copy of *Orbiter* for review purposes, I called Spectrum Holobyte and was connected to an extremely pleasant lady by the name of Karen Sherman; not only did she give me all the information I needed, but she expedited a copy of *Orbiter* to me so you could read about it in this issue. When I needed information about FS, though, it was a different story. I first called Sublogic, who developed the game. The lady in marketing whom I was put in touch with told me that since Sublogic had sold the game to Microsoft, I should talk with them, and besides, she hadn't even seen the version herself. Calling Microsoft was a mistake; I talked to three separate people before having my number taken and being told my call would be returned. Now my review is due and my phone still hasn't rang, which means you don't get the information I was trying to get. And here you thought reviewing games was fun!

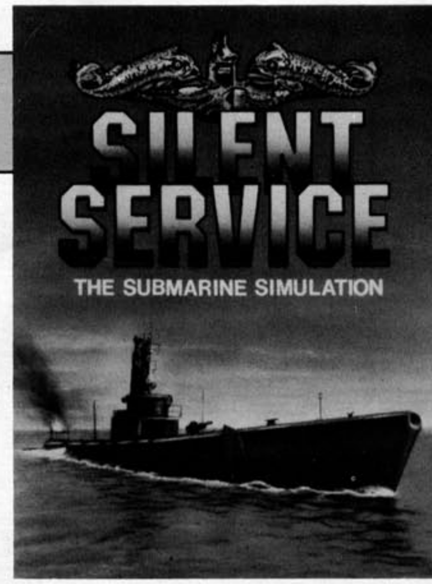
KEEPING IN TOUCH

I encourage your comments. You, the reader, can help me to make this column as good as it can be. You can write to me at: 4568 Georgia St. #2, San Diego, CA 92116. Or you can reach me at the following electronic addresses:

MCI Mail: fboosman

BIX: frankb

Until next month, keep playing those games!



Gregg Williams

Summer is usually a lazy time, but I've certainly been busy with a lot of Atari 800 and ST software. It's early June as I write this, and all the major vendors are promising 'Really Neat Stuff' at the impending Summer Consumer Electronics Show. Of course they won't divulge any details, but several big game companies are promising translations of their bestselling titles to the Atari ST.

Silent Service

Sid Meier's designer's notes on Silent Service, MicroProse's WWII submarine simulation, in the March, 1986 issue of *CGW* piqued my curiosity, so I got a copy and started playing it. Naturally, I take such glowing reports with a grain of salt, but, after playing with this game for *many* hours, I have to admit that this game really works. In fact, it's one of the best simulations I've ever seen, providing that magical and usually unobtainable mix of high playability *and* authenticity. Though I'm not overly interested in conventional wargames, this one, with its mix of wargame and real-time graphics elements, continues to hold my interest. Add to that twelve scenarios of three different complexity levels, seven different "reality level" choices, four different skill levels, and a detailed but readable manual, and you have a game that always has something to offer.

The game is a sophisticated simulation of U.S. submarine activity in the Pacific during World War II. You control your submarine through keyboard and joystick activity and (simplifying a bit here) four different screens: the map (which summarizes all your knowledge of your and your enemy's positions), the bridge (where you can visually sight enemy ships if your ship is on the surface), the periscope (visual sighting plus additional data while your ship is no more than 44 feet underwater), and the instrument panel (which monitors 15 different variables, including such important things as how many torpedo tubes are ready and how far you are above the ocean bottom). You can zoom in or out on your map, showing your sub and any sighted enemy ships (or their last reported position) at one of four levels, ranging from a 5-by-8-mile closeup to the entire Western Pacific.

Your mission in this game is to find and destroy as many Japanese troop, oil, and cargo ships as possible while avoiding being destroyed by the Japanese destroyers that are (usually) escorting the ships to their destination. Submarines can be devastating when they have the element of surprise. But, once surprise is gone, they are vulnerable vessels that can suddenly change from hunter to hunted. So your role as captain is to decide how and when best to attack so as to maximize your destructive capacity while minimizing the risk to your ship and crew. This is a difficult task that involves simultaneously monitoring your environment, maneuvering, and trying to outguess the enemy. It's not easy!

One of Silent Service's best features is the three-leveled structure of scenarios that allows you to "ease into" the simulation without too much anguish. The first level is Torpedo/Gun Practice, which gives you four old cargo ships to shoot at; this gives you a chance to learn your way around your ship without enemy ships coming after you. The second level, Convoy Actions, gives you six short historical scenarios of limited scope and increasing difficulty and danger; think of them as "day trips." The first, for example, has you hunting down an unprotected but moving ship in daylight; the next-to-last has you attacking a guarded convoy at night.

The final scenario level is the most detailed and most satisfying: the Patrol Scenarios. Like the Convoy Actions, they simulate historical situations in the 1942-1944 period (each year brought subtle but important changes, like better torpedoes and ship hulls). Here, though, your objective is more open-ended: patrol a given section of the Pacific theatre and find and sink as much tonnage of enemy shipping as possible. These scenarios usually last over a month and have two alternating phases: a patrol phase, where you move your sub across the Pacific at a rate of about four (real) seconds per (game)

Continued on pg. 41

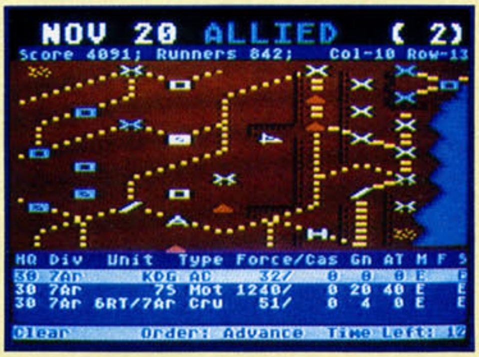
Circle Reader Service #12

ROMMEL

BATTLES FOR TOBRUK

1941: Rommel's Afrika Korps was besieging the strategic port of Tobruk. The British 8th Army attacked three times to raise the siege: Operations Brevity, Battleaxe, and Crusader. On the third try, Rommel retreated. But the next spring he was back, sweeping around the flank of 8th Army's Gazala Line and into Tobruk, forcing the British all the way back to El Alamein.

Rommel gives you four different games: all the battles for Tobruk. Now you can experience the sweeping maneuver and hard-fought tank battles of the desert war with the incredible historical detail that only GDW can provide: battalion-level historical units, counting individual tanks (by type, from L3s to Matildas), men, artillery, and anti-tank guns; a game system that fully models combined-arms combat; detailed supply and air war systems. We put history in so you get history out. And it's remarkably easy to play.





- ★Simultaneous hidden movement—limited intelligence
- ★Real combined arms interactions
- ★Detailed model of unit morale
- ★Tactical and strategic maps
- ★Computer plays either side at three skill levels
- ★Save game and play by mail options
- ★Change options in mid-game—even change sides
- ★Keyboard or joystick control
- ★Minefields and fortifications
- ★Fatigue and regrouping
- ★Complete documentation
- ★Extensive historical notes

The Battle of Chickamauga

One of the bloodiest and most evenly matched battles of the Civil War. You command a Union or Confederate army of 50,000 men: brigades of infantry or cavalry with attached artillery. The computer keeps track of each man and gun, plus changing unit morale, fatigue, and communications status.

Rommel: $40; Chickamauga: $35. Disk for Atari computers with 48k. Both coming soon for Apple and Commodore computers. If there is no store in your area, you can order direct from GDW. Add $1 per game for handling.

History In—History Out

GDW Game Designers' Workshop

P.O.Box 1646, Bloomington, IL 61702-1646

(309)452-3632

A GDW Computer War Game

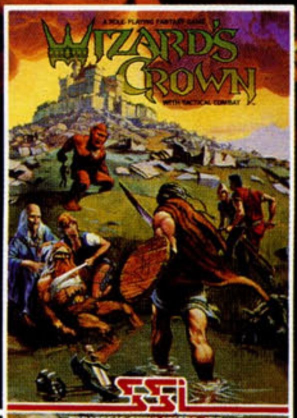
ONLY A FANTASY GAMER COULD CALL THIS HEAVEN.



If exploring eerie dungeons filled with monsters is your idea of fun, we've got two fantasy games that'll have you floating on cloud nine. Each breaks new ground in role-playing games with special features:

WIZARD'S CROWN™ lets you resolve combat two ways: The computer can do it quickly, or you can personally direct it with a multitude of tactical options.

RINGS OF ZILFIN™ adds unprecedented realism to fantasy gaming with its superb graphics. The fully animated scrolling screen grants you step-by-step control of the action.





The gates of heaven are your local computer/software or game store. Enter them today.

If there are no convenient stores near you, VISA & M/C holders can order these $39.95 games by calling **toll-free 800-443-0100, x335**. To order by mail, send your check to: **STRATEGIC SIMULATIONS, INC.**, 883 Stierlin Road, Building A-200, Mountain View, CA 94043. (California residents, add 7% sales tax.) Please specify computer format and add $2.00 for shipping and handling.

All our games carry a "14-day satisfaction or your money back" guarantee.

WRITE FOR A FREE COLOR CATALOG OF ALL OUR GAMES TODAY.





ON DISK FOR 48K APPLE® II SERIES AND C-64™.





APPLE and COMMODORE 64 are trademarks of Apple Computer, Inc. and Commodore Electronics, Ltd., respectively.
RINGS OF ZILFIN includes graphics routines from Penguin Software's Graphics Magician®.

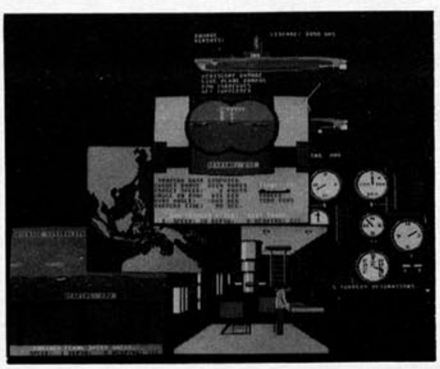
© 1985 by Strategic Simulations, Inc. All rights reserved.

(Cont. from pg. 38)

day, looking for Japanese craft; then the combat phase, which is similar to a Convoy Action. I'm still not doing too well on those--it's frustrating to find potential targets, only to lose them because they can move faster than you can.

One of the most interesting problems this game has solved is that of the time scale. Submarines could go for weeks without sighting the enemy, then stay up 36 hours fighting one or more protracted battles. Mr. Meier's elegant solution is the accelerated time of the patrol phase and, during the combat phase, the ability to speed up the time scale by up to four times faster than "real time." This solution allows you to experience the scope of a campaign without sacrificing playability.

The graphics and sound are better than average and support the illusion of realism. Our thanks go to Mr. Meier and to Randall Masteller, who did a good job of the Atari translation. Overall, this is an excellent game and a good buy.



Short Reviews

Remember the old Star Trek games, with 10-by-10 grids of space, asterisks for stars, and "K"s for Klingons, where the game wasn't real-time and you could ponder each move at your leisure? Okay, imagine such a game, but with sound, limited graphics, more commands, color displays, and a long-range scenario that makes the development of your character as long a process as it is in Wizardry--now you have **Star Fleet I**, newly translated for the Atari 800 ($49.95, from Cygnus, P.O. Box 57825, Webster TX 77598; (713) 486-4163). It looks well done and may be the kind of game you're looking for.

If you're in the mood for some inexpensive, relatively good circa-1983 video fun, you might consider **Smash Hits** #1, 2, or 3 ($16.95 from Big Ben Games, 1765 Maple St., Suite 4, Northfield IL 60093; (312) 251-8668). Each contains five arcade or adventure games, which they claim are hit games from England. I bought set #1 and was pleased with two out of five of the games: Firefleet is vaguely similar to Caverns of Mars, and Dan Strikes Back has problem-solving elements that remind me of Lode Runner. Five arcade games for under $20 (including postage)--not a bad deal, really.

Next Month

So many games, so little space! Next issue I'll cover: the Atari 800 version of Star Raiders II, from Atari (good but not great); Orbit (looks good) and Colourspace (a *great* light show), both Atari 800 recreations from Antic Software, and the 800 and ST versions of Music Studio, from Activision (also good but not great). Until then, remember--one-seventh of your life is spent in Mondays.

You'll need skill and cunning to outwit SABERHAGEN'S deadly BERSERKERS in

WINGS
OUT OF
SHADOW

•STRATEGY•TACTICS•ARCADE ACTION•
A MULTI-TIERED GAME ENVIRONMENT
•Saberhagen's original short story WINGS OUT OF SHADOW
•Map of the Taynarus Nebula
•Schematic of your ship the JUDITH

APPLE® II+, IIc, IIe (48k)
IBM-PC, PCjr® (128k)

BERSERKER WORKS LTD
PO BOX 14268
ALBUQUERQUE, NM 87191
505-298-3237

® APPLE is a TM of Apple Computer, Inc.
IBM is a TM of International Business Machines, Inc.
Circle Reader Service #13

By Leslie B. Bunder

Hello and welcome again to Over There!, the column that gives you all the latest news, views and gossip coming out of England.

Thanks to all of you who have written. Your comments and opinions are most welcome. If you should happen to write an interesting letter I might even get a piece of the latest English software sent over to you.

Letters should be addressed to: Leslie B. Bunder, 50 Riverside Close, Cuckoo Ave., Hanwell, London, W7 1BY, England. If you wish a personal reply, enclose two international reply coupons and I'll drop you a line from England very quickly. I am glad to hear that you readers out there are enjoying my column, there is so much very good software now coming out of England that should be seen. In fact, I'll go as far as to say, that at the moment, English software leads the world. Why not let me know what you think about that statement. Do you agree or do you disagree?

As you may have already gathered from reading past copies of Over There!, English software houses are obsessed with producing software that is licensed from films, books, pop groups, etc. I am not so sure if this is good or bad, what do you think? You may remember, a while back the game Back To The Future produced by Electric Dreams (part of Activision(UK)) was given Game Of The Month, well I hear it is not to be released in America, I do not know the full reason but it seems very silly considering the film was a box office smash, and would sell very well as a computer game in the States. Anyone from Activision (USA) want to answer this? I am most interested to hear from you.

GAME OF THE MONTH

Two different games get the nod as Game Of The Month this time.

The first is Way Of The Tiger produced by Gremlin Graphics.

You play the role of Avenger, a Ninja warrior, and must battle against the evil forces that exist.

There are three types of fighting: Pole Fighting, Unarmed Combat, and Samurai Sword Fighting. Each type of fighting features different backdrops and scrolling effects and is a real enjoyment to watch.

The animation is possibly the best I have yet seen on any home computer and this game has set the standard for others to follow.

The Way Of The Tiger was developed on the role playing books of the same name. My advice is simple, check out this game as quick as you can. The Way Of The Tiger runs on the Sinclair Spectrum 48/128, Amstrad, MSX and Commodore 64/128.

My other Game Of The Month is Uridium from Hewson, if you like fast shoot'em up games containing excellent graphics and breathtaking gameplay, then you should check out Uridium. Uridium runs on the Commodore 64/128.

NEWS, VIEWS AND GOSSIP

'Tubular Bells', the album composed by Mike Oldfield has been turned into a Software program by CRL. The program runs on the Commodore 64/128 and features over 25 minutes of non-stop music.

A commodore 128 version of The Rocky Horror Show is all set for release from CRL. The game features high quality graphics and the plot of the game is very closely connected with the film and play.

Guess what was voted 'Game Of The Year' by the judges of the British Micro Awards: A game called Jet Set Willy 2 - a mediocre copy of 'Manic Miner' and feature graphics that were popular 4 years ago.

There are quite alot of 'Marble Madness' style games now released in England. First off was Gyroscope from Melbourne House running on Sinclair Spectrum 48/128, Amstrad and Commodore 64/128. Then came Spindizzy from Electric Dreams running on Amstrad, Commodore 64/128 and Sinclair Spectrum 48/128, and finally is 'Quazatron' from Hewson running on the Sinclair Spectrum 48/128. 'Quazatron' is a real addictive game and a favorite of mine.

Once voted as one of the worst movies of all time, Attack Of The Killer Tomatoes is now a computer game, which is quite good. It is produced by Global Software who promise to release some more games based on awful movies including the classic The Wild Women of Wongo. Hopefully, the games are better than the film, it can't be any worse.

Ever wanted to take part in some of the games they played in medieval times in England. Well, if you do you can courtesy of English Software with Knight Games running on the Commodore 64/128. You can take part in 8 events including Swordfighting, Archery and Crossbow. Great graphics and atmospheric music make this an excellent and worth having game.

O.K., now is the time to spill the beans on the English software house who will be producing some sort of adventure or arcade game based on the best selling book The Hunt For Red October. I've been trying to get an 'official' confirmation on this information, but I've managed to narrow down the field to a few software houses who could market it. They are, Domark, Electric Dreams/Activision, Ocean/US Gold or Mosaic. My guess is Domark as when I questioned MD Domonic Wheatley (a relative of the author of the same name) he said "We've expressed just an interest in the book, nothing more than that". Watch this space for further information. Remember you read it first in Over There!/Computer Gaming World.

Lots of games are being released for the Commodore C16 and plus 4. There are two major Software houses producing good software for it: Anco and Tynesoft. If you want further information about their software write to them enclosing two international reply coupons at the address given below.

Have you ever had an urge to fly a Harrier aircraft, well now it is possible if you've got an Atari ST or Commodore 64/128, as Mirrorsoft have produced Strike Force Harrier.

Spitfire 40 is a flight simulator with a difference. You control and fly the plane the RAF used to save England against the AXIS powers. Spitfire 40 from Mirrorsoft runs on the Commodore 64/128, Atari XL/XE and Atari ST.

Rebel Planet the fighting fantasy book is now an adventure produced by US Gold. Running on Commodore 64/128 and Sinclair Spectrum 48/128.

As mentioned a while ago, Scobby Doo should be out shortly from Elite watch out for this game which features the adventures of the lovable dog.

Here is some exclusive and hot news surrounding pop star Simon Le Bon, lead singer of Duran Duran and part-time sailor. I hear that a large well known English software house have the rights to turn the 'Whitebread Around The World Yacht Race' into some sort of simulation game for all home computer (e.g. Com-

modore 64, Atari, etc.) and that Simon Le Bon may take an active role in the development of this project as some sort of consultant. Remember, you read it here first.

A computer game based on the classic James Bond film Live and Let Die should be out very shortly from Domark.

Watch out for Dungeons and Dragons style game called Heavy On The Magick from Gargoyle Games. The game features large colourful and animated graphics with over 100 locations. The game runs on Commodore 64/128, Amstrad and Sinclair Spectrum 48/128. Check it out.

World Cup Carnival is the official World Cup Soccer Game and is from US Gold. running on Commodore 64/128, Commodore C16, Commodore Plus 4, Amstrad and Sinclair Spectrum 48/128.

Just about every sport and pastime has been turned into a computer game. well now volleyball has been turned into a computer game from Mastertronic and it's been called Volleyball. The game is quite nice and the price is really excellent value for money at about 3 dollars. Runs on Commodore 64/128.

The arcade classic Ping Pong by Konami has been turned into a computer version by Imagine. Ping Pong runs on Commodore 64/128, Amstrad and Spectrum.

Electric Dreams (they of Back To The Future) have teamed up with their parent company Activision in order to get some licenses for some forthcoming movies. Some of the movies include Aliens which is the follow up to the successful Alien film and the follow up film to the smash Ghostbusters.

I hear that Activision tried to get Michael Jackson to endorse a game based on him, the only thing was, was that Michael Jackson wasn't very impressed with the way the folks at Activision planned to do the game.

If you've got a Commodore 64/128 and are looking for a compilation tape of the finest games around in one package, then Four Zap Sizzlers from Gremlin Graphics could be for you and give you an introduction into English computer gaming. The four games are Who Dares Wins 2' an excellent Commando style game, Wizards Lair a arcade/adventure style game which though nothing special is O.K., Drop Zone a fun to play defender style game and finally Thing On The Spring a jolly jumping game featuring some excellent music.

I thought you might be interested to know how much SSI games such as Combat Leader, Tigers In The Snow, etc., have an retail price of about 15 dollars on tape and about 25 dollars for disc. quite a bit cheaper don't you think?

Winter Games, Dam Busters, Pole Position, Spy Hunter etc., have been converted to run on such computer machines as Sinclair Spectrum 48/128, BBC, Amstrad. These conversions are done by a large Software house called US Gold.

The Hobbit, the blockbusting and best selling adventure program based on Tolkien's famous book will be re-released by Melbourne House. Originally released nearly three years ago, The Hobbit quickly established itself as a high quality program. New versions of The Hobbit are to be released for machines including the IBM PC, Apple and Amstrad 8526. As an introduction to adventure playing, The Hobbit is the adventure you should buy.

Another new release from Melbourne House is 'Bop n' Wrestle'. I mentioned this game a few months ago under its original English title of Rock n' Wrestle. Well, Melbourne House is now releasing this game for more computers including Apple, Atari and IBM PC. Watch out for these when they cross the Atlantic.

Another release for the Amstrad 8526 from Melbourne House is The Lord Of The Rings again based on Tolkien's book of the same name. One reason why it has being released on the 8526 is because this is currently Britain's fastest selling computer and also it is doing very well in the States through the department store, Sears.

Commodore VIC 20 owners might be interested to know that there is a new release form Llamasoft for it. Entitled Viva Vic this is a collection of 8 new games for the VIC 20 with 8k or 16k.

COMPETITIONS

I have a few competitions you can enter this issue.

First off, I have 50 very large and exclusive posters from a Software House called Level 9. Level 9, specializes is producing very good and high quality adventure programs. They could be said the English version of Infocom. In order to get your Level 9 poster, all you have to do is write to the following address enclosing two international reply coupons and you'll get the posters by return post.

Level 9 Posters, 50 Riverside Close, Cuckoo Ave., Hanwell, London,W7 1BY, England.

I have a couple copies of World Cup Soccer from MacMillan to give away. World Cup Soccer is both a simulation of the sport and also a database on every World Cup match that has taken place. All you have to do is answer the following question.

When was the last year England won the World Cup?

Send your answers to:

MacMillan Competition, 50 Riverside Close, Cuckoo Ave., Hanwell, W7 1BY, England. The first two correct answers win the game which is for the Commodore 64 and is on tape. So get your answers in fast.

Letter of the Month is from Barry Bilicki, so he wins a game for his Commodore 128. So why don't you do what Barry did and write me a letter, you never know, you may win a prize.

SOFTWARE HOUSES

Please don't forget, that when you write to these Software houses for information concerning their products, enclose two international reply coupons. Otherwise, it is very unlikely that they will reply to you. Also, when you write don't forget to mention that you saw their name and product in 'Over There!' in CGW.

Remember, if you are having any difficulty with any English software houses, you can write to me and I will then look into the matter for you. Here is the list:

GREMLIN GRAPHICS, Alpha House, 10 Carver Street, Sheffield, S1 4FS, England.

HEWSON, Hewson House, 56b Milton Trading Estate, Milton, Abingdon, OXON, OX14 4RX, England.

CRL, CRL House, 9 Kings Yard, Carpenters Road, London, E15 2UD, England.

MELBOURNE HOUSE, 60 High Street, Hampton Wick, Kingston Upon Thames, Surrey KT1 4DB, England.

GLOBAL SOFTWARE, PO Box 67, London, SW11 1BS, England.

ENGLISH SOFTWARE, 1 North Parade, Parsonage Gardens, Manchester, M60, England.

ANCO, 85 Tile Kiln Lane, Bexley, Kent, England.

TYNESOFT, ADDISON INDUSTRIAL ESTATE, Blaydon On Tyne, Tyne and Wear, England.

MIRRORSOFT, Purnell Book Centre, Paulton, Bristol, BS18 5LQ, England.

ELITE, Anchor House, Anchor Road, Aldridge, Walsall, WS9 8PW, England.

LLAMASOFT, 49 Mount Pleasant, Tadley, Hants, England.

US GOLD, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham, B7 4LY, England.

(Cont. from pg. 44)

We must identify the country, it's capital, language, currency and population. And then it is off for another spin.

I found both of these games to be excellent learning tools. The graphics of *Maps USA* are very simple, the graphics of *World Geography* are more elegant.

The C64 Lives On and On

More Commodore C64s have been sold than any other home computer. [Ed. note: 3.5 million C64/128s have been sold according to Commodore] The C128 is very popular. Most C64 owners upgrade to it, because it remains compatible with their existing software, yet offers a more powerful BASIC and operating system for a small additional cost. Be this the case, Commodore has not been able to shut down the C64 assembly line. In fact, the C64 has just been repackaged in a grey tone case that is very similar to the C128 (but alas, without a number key pad).

STAR FLEET I™



The War Begins!

The smash hit for the IBM PC is now available for the Commodore 64/128, Atari, Apple II and Atari ST!
. . . **STAR FLEET I**, *The War Begins!* is the first in the **FLEET** series of strategic space battle simulations. What do the experts think . . .

"I call **STAR FLEET I** the world's most elaborate star battles game...It's not just a game, it's darned near a career..." — *Admiral Jerry Pournelle*, **Byte**

"**STAR FLEET I** is a truly captivating game, providing fast-paced action and blossoming with extraordinary color and sound effects...The entire manual should be adopted as an industry standard..." — **Creative Computing**

"Indisputably the most complex and challenging (star battles) strategy game ever made...**STAR FLEET** is a deluxe job all the way." — **Computer Entertainment**

"**STAR FLEET I** is the best strategy/role playing game in a long time..." — **Antic**

"...state-of-the-art for space games." — **Computer Gaming World**

- Includes 100 page manual, quick reference card
- Registered owners receive free 70 page **Training Manual**
- Requires 128k PC/PCjr or compatible, 256K TI PC (DOS 2+); Commodore 64/128, ATARI (48k), Apple II+, IIe, IIc (64k), Atari ST. Amiga and Macintosh versions available soon.

New, from INTERSTEL for the IBM PC, TI PC and Z100... SOLARSIM, an excellent 3-D color graphics simulation of our solar system, asteroids, and nearby stars. Includes 250 planets/asteroids, 800 stars...Learn the constellations!...more!
Also from INTERSTEL for the Commodore 64/128 ... QUIZAM! State-of-the art in computer trivia games; 8 boards, 1-8 players, over 2000 questions. Includes **QUIZZER** which allows you to create your own question diskettes! Written in machine language.
Stinger! Action-packed space game with 10 levels of difficulty, dazzling graphics and sound effects. Written in machine language.

STAR FLEET I	- $49.95
QUIZAM!	- $29.95
Stinger!	- $19.95
SOLARSIM	- $29.95

Add $2 each postage/handling
Texas residents add sales tax.

For Credit Card orders:
(800) 622-4070 (nationwide)
(800) 942-7317 (Illinois only)

interstel corporation
(formerly **CYGNUS**)
P.O. Box 57825
Webster, TX 77598
(713) 486-4163

Circle Reader #80

The C64C, as it is called, will be priced slightly more than the old style C64, but will come bundled with two extras. One is the GEOS program. GEOS is loaded from disk and "replaces" the standard C64 operating system with one that is ICON and MOUSE (a joystick will work) oriented. The use of the C64C is now very similar to using an Amiga/Mac/GEM system. You have access to some very sophisticated file handling, a calculator and notepad. WRITE & DRAW programs that function separately can be used to merge the output from each to a single printed output sheet. They both operate on the current popular feature of "what-you-see-is-what-you-get". This means that you work on a full output page (actually only a portion of it is displayed). What you see it on your screen is as it will appear when printed. No special characters for options appear on the display. There are several very nice fonts available. The draw program is very powerful.

GEOS uses icons and pop-down menus. Every file is saved with date-and-time and an optional file description. The disk directory can be displayed with icons, or sorted by name, size, or date created. GEOS operates best with two disk drives, but having only one is not a significant problem. GEOS comes "free" with the new C64C, but may also be purchased separately for about $60.

The second extra that is with the C64C comes on the flip-side of the GEOS disk (and can be selected from a GEOS menu). This is the software to access **Q-Link**, the nation's largest Commodore only (C64/C128), network service. It provides access for Commodore owners from all across the United States using a local phone number (for most people). Q-Link offers direct communication conferencing, email, public domain software libraries, message boards for all areas of computer interest (including games). It features online two and more player games with colorful graphics. Q-Link also offers many other non-computer areas of online access (news, movie reviews, special interest clubs, trivia, encyclopedia, etc.). The software with the C64C makes it all possible for a very reasonable connect rate. (Look for a feature article on Q-Link and the new Q-Link game system, **Habitat**, which will appear in the August issue of CGW).

Since this new operating environment is loaded from disk and not in the ROM the new C64C is fully compatible with all existing software. If you are within GEOS, a menu option lets you easily return to the standard BASIC environment where you can enter the familiar: LOAD "*",8,1 to load any standard program.

READER INPUT DEVICE

RID #30 (Use Card at pg. 5)

On this page a number of games are listed for evaluation. When evaluating a game consider such things as PRESENTATION (graphics, sound, packaging, documentation); GAME DESIGN (design, playability, interesting?); LIFE (does the game wear well?).

For each game you rate, place a 1 (terrible) through 9 (outstanding) next to the appropriate number. Leave blank any game which you have not played enough to have formed an opinion.

1. Battle of Antietam (SSI)
2. Battlegroup (SSI)
3. Kamphgruppe (SSI)
4. Mech Brigade (SSI)
5. Europe Ablaze (SSG)
6. M.U.L.E. (EA)
7. Star Fleet I (Cygnus)
8. War In Russia (SSI)
9. Decision in Desert (MicPro)
10. Silent Service (MicPro)
11. Colonial Conquest (SSI)
12. Star League BB (Gmstr)
13. Chickamauga (GDW)
14. Napoleon Waterloo (Krntk)
15. Rogue (Epyx)
16. Elite (Firebird)
17. GBA Basketball (Gmstr)
18. Chessmaster 2000 (EA)
19. Alter Ego (Activision)
20. Mind Mirror (EA)
21. Colossus Chess IV (Firebird)
22. Frankie Hollywood (Firebird)
23. Business Simulator (Reality)
24. American Dream (Blue Chip)
25. Breakers (Broderbund)
26. Wrld Karate Chmpshp (Epyx)
27. Borrowed Time (Activision)
28. Conflict Viet Nam (MicPro)
29. Balance of Power (Mndscape)
30. Strategic Conquest (PBI)
31. Lords of Conquest (EA)
32. Ogre (Origin)

33. Do you own a modem?
34. If the answer to #33 is no: do you plan to buy a modem in the next 12 months?
35. Average amount spent on computer games per month?
36. What is your overall rating for this issue?
37. For Apple II owners only: Do you own an (A) II/II+; (B) IIe; (C) IIc?

BACK ISSUES ARE AVAILABLE

Send $3.50 per issue

When ordering, please indicate alternate selections

2.6 - History of a Wargame Design; Japanese Strategy in Guadalcanal Campaign; Eastern Front Scenarios; Star Maze; Legionnaire; Cytron Masters Upgrade; Andromeda Conquest; Torpedo Fire Scenarios; Beyond Sargon II; and more!

3.1 - Serpentine; Cosmic Balance; S.E.U.I.S.; Armor Assault; The Arcade Machine; INDEX; and more!

3.2 - Computer Games in 1983; Cosmic Balance Tactics and Ship Design; Zork! Overview; Ultima II; Millionaire; Robotwar Tournament Results; Epidemic; and more!

3.3 - Close Assault; Computer Ambush; Adventure Game Contest; Pinball Construction Set; Germany 1985; Galactic Attack; Two Computer Baseball Leagues; Chess 7.0; and more!

3.4 - Suspended; M.U.L.E.; Battle for Normandy Strategy; Serpent's Star Hints; Cosmic Balance Contest Results; Knights of the Desert; Galactic Adventures; Computer Golf!; Bomb Alley; and more!

3.5 - Electronic Arts; Combat Leader; Archon; Lode Runner; TAC; Paris in Danger; Cosmic Balance II; Delta Squadron; Zork III Tips; and more!

3.6 - Ultima III; Operation Whirlwind; Reach for the Stars; Legacy of Lylgamyn; Broadsides; North Atlantic '86; Zork II Tips; and more!

4.2 - Chris Crawford on Computer Game Design; Goren's Computerized Bridge; Carrier Force; DIRECTORY OF GAME MANUFACTURERS; Robotwar Tournament Results; M.U.L.E. Designer Notes; Starcross Tips; Parthian Kings; and more!

4.3 - Seven Cities of Gold; View from a Playtester; Universe - Two Reviews; Mig Alley Ace; Questron; Tycoon and Baron; A Broadsides Replay; Chancellor of the Exchequer; Enchanter Tips; Children's Games - A Shopping Guide; Under Southern Skies; Chivalry; and more!

4.4 - Jupiter Mission; Fifth Eskadra; Excalibur review and Designer's Notes; War in Russia; President Elect and 1984; Lode Runner Contest; Fighter Command; Galactic Gladiator Scenarios; Flight Simulator II and Solo Flight; Crypt of Medea; Sorcerer Tips; and more!

4.5 - Staying Alive in Wizardry; Adventure Gaming Conference; CGW Baseball League; The Computer as Opponent; Sundog; CGW Computer Game Conference; Road to Moscow; Strategy Game Tips; Deadline Tips; Seven Cities of Gold Designer Notes; Rails West; and more!

4.6 - Carrier Force Replay; When Superpowers Collide; Mail Order Games; Panzer-jagd Review; More Galactic Gladiator Scenarios; Cutthroat Hints; Should You Turn Pro?; Dreadnoughts; F-15 Strike Eagle; and more!

5.1 - War in Russia Replay (Pt 1); Hitchhiker's Guide to the Galaxy (two articles); A Software Agent Looks at the Industry; Breakthrough in the Ardennes Designer Notes; Gulf Strike; Cosmic Balance Contest Results; Clear for Action; and more!

5.2 - Lode Runner Contest Results; Carriers at War; War in Russia Replay (Pt 2); Kampfgruppe; IBM Goes to War; Suspect Hints; Robot Odyssey I and Chipwits; The New Atari Computers; and more!

5.3 - Sports Games Survey; The Battle of Chickamauga; Imperium Galactum; Games You'll Never See; Crusade in Europe Design Notes; Lucasfilm Enters Home Gaming; Baseball Games for Your Computer; Mindwheel Hints; Silicon Cerebrum; Reforger '88; Napoleon at Waterloo; and more!

5.4 - Operation Market Garden; Fog of War in Computer Games; Ultima II for Mac; The Amiga Computer; Computer Gaming in Japan; Phantasie tips; The Railroad Works; Six Gun Shootout; and more!

#26 - Conflict in Viet Nam; Inside Ultima IV; The Halley Project; Silent Service Designer's Notes; The Kobayashi Alternative; Spellbreaker Tips; Koronis Rift; Eidolon; Story Tree; and more!

#27 - Under Fire Replay; Europe Ablaze and U.S.A.A.F.; Map Design for Computers; 7th Fleet; Game Manufacturer Survey; Battle of Antietam; Ballyhoo Tips; and more!

#28 - The Dark Ages of Computer Game Design; Three article on computerized baseball; Autoduel; Alter Ego; Nam; The Current State of the Entertainment Industry; Halley Project Update; Amazon Tips; and more!

#29 - Battlegroup & Mech Brigade; Psi 5 Trading Co.; Battle of the Atlantic (SimCan); Universe II Playtester Notes; Island of Kesmai; Borrowed Time Tips; Golf Games; Countdown to Shutdown; Moebius; Norway 1985; Clash Of Wills; and more!

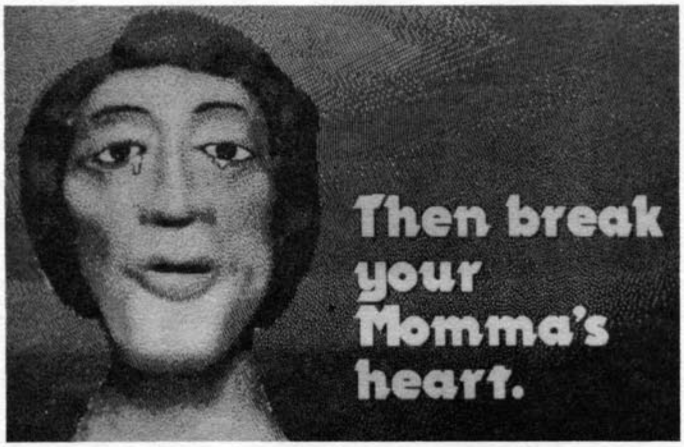
Cont. from pg. 25



Screen from The King of Chicago

're-runs' with the same solution. Cinemaware interactive movies feature the look and fell of real film, complete with closeups, zooms, and changes in perspective. In addition to 'adult' themes, exciting arcade-style sequences keep the stories moving. Characters move and gesture in rapid-action revolutionary 3D graphics and express a full range of facial expressions. Character movement is virtually unlimited; each one can move along the props and other characters, as in live action. Cuts, pans and closeups simulate a real movie experience. Professionally composed original music scores enhance the player's enjoyment." Yes, like all press release copy, the above overstates the facts, but not by much. The end result may well be "breakthrough in computer gaming".

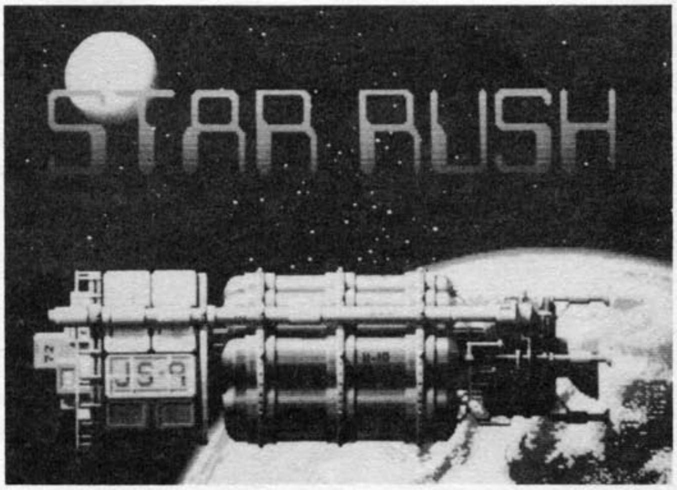
The first five titles (which will be available in fourth quarter 1986) are *Sinbad and the Throne of the Falcon, The King of Chicago, S.D.I.,* and *Defender of the Crown.* Available in the first quarter



Screen from The King of Chicago

of 1987 will be *Star Rush*, being developed by our own Bruce Webster and famed science fiction writer Jerry Pournelle.

Speaking of the 16-bit computers; keep your eye on **Firebird**, the English software company that gave us *Elite*. Their new *Rainbird* line of titles includes **Pawn**, an exciting adventure game presently available for the Atari ST (coming soon for the Amiga and "under development" for C-64, Mac, Apple, IBM). The graphics are among the best in the marketplace (the British have always been very good with their graphics). Other titles in development and worth checking out are *Tracker* (C-64, Atari ST, Mac, IBM), and *Starglider* (Atari ST, C-64, Apple II).



ORIGINS GAMING CONVENTION

Traditionally a board game and adventure game convention, Origins is embracing more fully each year the computer game hobby. Over two dozen computers were available for tournament play at this year's show which was held at the Airport Hilton in Los Angeles. In addition, the list of computer game related companies at this basically non-computer show was impressive: Avalon Hill Game Co., Compuserve, Computer Gaming World, Game Designer's Workshop (they released their new Rommel game finally); Microprose; Overt Strategic Simulations (Operation:Keystone); Steve Jackson Games/Origin Systems, Strategic Simulations, and Strategic Studies Group.

Steve Jackson Games announced the opening of the *Steve Jackson Games Computer Bulletin Board*. The board will contain news of the world of gaming in general and Steve Jackson games in particular. There is no membership fee. For further information set your modem to 300 baud, 8 bits, one stop bit, no parity, and dial 512-447-4449.

Electronic Arts has endorsed *The Adventure Construction Set Fanclub* started by Ken St. Andre. The goal of the club is to accumulate a central library of ACS adventures that anyone can aquire at the low price of $5 per adventure. Electronic Arts recently sponsored a Design the Best Adventure Contest for ACS owners. When the winners have been determined, all submissions will be turned over to Ken's ACS club. What a library of adventures he will have then.

Ken also produces an *ACS Newsletter* quarterly. It reports on ACS news, club holdings, theory of good ACS game design. The first two issues will deal with efficient utilization of the ACS editor. If you would like to get copies, send $1 per issue number to Ken. To get more information about the ACS Fanclub write to: ACS Fanclub, c/o Ken St. Andre, 3421 E. Yale, Phoenix, AZ, 85008.

AMERICAN DREAM

Cont. from pg. 13

(results are kept in historical displays for reference).

Some basic hints to start you off:

Keep your customers satisfied. You increase your market share by reinvesting profits in quality control and research. With a product that stands apart in the market, you can sell at or even slightly higher than competitors and still increase your profits.

But do not become complacent. As competitors watch your success, you will have to maintain those high standards or see your market shrink.

The end of the world is coming, so prepare for it. The game ends after six years, so drop any long term goals during the last year. Now you can cut all budgets and bleed the company for short term profits. You'll be long gone before these short-sighted results are truly felt. (This is one of the more interesting aspects of the game -- examining the effects of policies which many American businesses have followed of rewarding short term productivity and profit increases at the expense of long term goals.)

There are some problems with the game. For example, opening and closing factories is too easy and cavalier. In the real world you can't shut down & reopen factories month by month. Not to mention labor problems, there's no way you could close a factory one month, then start 2 new factories a few months later.

A more bothersome problem is that if you shut down a factory by mistake, then reopen it in the same turn, you incur all those costs, while it was really a typing error.

You also can not save the game then continue with it. You have to exit and start over. It takes awhile to load a game, but even more painful is you can't use the old adventure-game technique of saving before making a chancy decision. The designer may have considered this a coward's option, but many of us lack the time to play all games as much as we'd like, so shortcuts are necessary. Thus if you save a game, then continue it later, you must save under the same name. There is a way around this: Before starting, make a second copy of the game files on data disk by typing, for example:

```
copy one.save steve.sav
copy player.dat steve.dat
```

Then play the game as before. Now when you want to start over from a saved position, copy these back:

```
copy steve.sav one.sav
copy steve.dat player.dat
```

This would be especially useful if it's being used for management training where you would want to try many alternate strategies

Throughout this review I have referred to *American Dream* as a *game*. The publishers more accurately call it a business simulator. This distinction between *game* and *business simulator* becomes concrete when you look at the cost of the program. At $50-60 this product would have a definite recommendation as a business game. But at its list price of $125 the product may have been priced out of the *game* market.

As a simulator, however, it is an outstanding training tool, especially for data processors and line managers for whom the program can give insight into the broader aspects of businesses in which they work. If you can afford the ticket price you are in for an enjoyable and educational time when you "play" *American Dream.*

Steve Estvanik is an independent microcomputer consultant and freelance games designer. His games include Incunabula, By Fire & Sword, Gulf Strike (IBM version) and The Civil War for Avalon Hill. His Air Traffic Controller game will soon appear on CompuServe.



Circle Reader Service #15

READER INPUT DEVICE

Checking in at 7.62 (tied for 4th), *Battlegroup* is the only new addition to the strategy top 10. *NAM* continues its slide (6.88--#32). Game Designer's Workshop gets on the list at #42 with *Chickamauga.*

As predicted last issue *Phantasie II* dropped out of the first spot in favor of *Ultima IV*. Not predicted was Phantasie II's drop all the way to 14th place. These wild jumps can occur with games that have not accumulated high numbers of responses.

Wizard's Crown made a leap from 7th to 4th with a upgraded 7.73 rating (again, the number of responses is on the low end).

Strategy

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Kampfgruppe	SSI	C,Ap,At	4	120	7.93
Silent Service	MicPr	C,At	3	103	7.77
Mech Brigade	SSI	C,Ap	3	72	7.70
Europe Ablaze	SSG	C,Ap	3	27	7.62
Battlegroup	SSI	C,Ap	1	24	7.62
M.U.L.E.	EA	C,At	13	81	7.51
Battle of Antietam	SSI	C,Ap,At	2	39	7.49
Star Fleet I	Cygnus	C,At,I	3	29	7.44
War in Russia	SSI	Ap,At	6	71	7.40
Decision in Desert	MicPr	C,At	2	45	7.33
Ancient Art of War	Brodr	I,M	5	30	7.32
Crusade in Europe	MicPr	C,Ap,At	4	84	7.24
Fighter Command	SSI	C,Ap	8	43	7.24
Guadalcanal Camp	SSI	Ap	9	48	7.24
Seven Cities Gold	EA	All	7	118	7.20
Under Fire	AH	Ap	5	24	7.19
Carriers at War	SSG	C,Ap	4	81	7.17
Reach for Stars	SSG	C,Ap	4	50	7.12
Combat Leader	SSI	C,At	5	56	7.11
Computer Baseball	SSI	All	6	36	7.10
Micro Lg Baseball	MicLg	All	6	36	7.09
Heart of Africa	EA	C	3	27	7.09
Galactic Gladrs	SSI	Ap,I	3	32	7.07
Oper Mkt Garden	SSI	C,Ap,At	4	58	7.06
Flight Sim II	SubLg	C,Ap,At	5	91	7.05
Colonial Conquest	SSI	C,At	2	59	7.05
Carrier Force	SSI	C,Ap,At	5	108	7.04
Field of Fire	SSI	C,At	4	72	7.01
Breakthru Ardennes	SSI	C,Ap,At	3	44	6.95
Computer Ambush	SSI	C,Ap,At	5	46	6.93
U.S.A.A.F.	SSI	C,Ap,At	2	26	6.92
NAM	SSI	C,Ap,At	3	24	6.88
Cosmic Balance	SSI	C,Ap,At	5	84	6.83
Bomb Alley	SSI	Ap	4	32	6.82
Star League BB	Gmstr	C,Ap	1	73	6.78
Gato	SpHb	Ap,I,M	3	79	6.77
Gulf Strike	AH	At	4	33	6.75
Universe	Omtrn	Ap,I,M	3	46	6.73
Knights of Desert	SSI	All	5	63	6.61
Halley Project	Mndsc	C,Ap,At	2	24	6.50
Jet	SubLg	I	4	24	6.45
Chickamauga	GDW	At	1	26	6.38
Panzer Grenadier	SSI	C,Ap,At	3	23	6.35
Battalion Cmdr	SSI	C,Ap,At	3	33	6.34
Objective Kurks	SSI	C,Ap	2	44	6.28
Grey Seas/Skies	SimCa	C,Ap	4	20	6.24
NATO Commander	MicPr	C,Ap,At	3	38	5.88
President Elect	SSI	C,Ap	2	20	5.83
Andromeda Conq	AH	Ap,At,I	1	40	5.67

Adventure/Action

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Ultima IV	Orign	C,Ap,At	3	83	8.00
Bard's Tale	EA	C,Ap	3	58	7.85
Wizardry I	SirTc	Ap,I	16	73	7.76
Wizard's Crown	SSI	C,Ap	2	22	7.73
Ultima III	Orign	All	10	107	7.64
Elite	Fireb	C,Ap	2	27	7.44
Enchanter	Infcm	All	2	32	7.43
Hardball	Accld	C,Ap	3	26	7.43
Phantasie	SSI	C,Ap	4	75	7.41
Spellbreaker	Infcm	All	3	20	7.34
F-15 Strike Egl	MicPr	All	5	140	7.21
Knight of Diamonds	SirTc	Ap	11	53	7.19
Legacy of Llygamyn	SirTc	Ap	7	58	7.18
Phantasie II	SSI	C,Ap	2	25	7.18
Archon I	EA	All	10	98	7.14
One on One	EA	All	7	74	7.14
Questron	SSI	C,Ap,At	5	97	7.13
Auto Duel	Orign	Ap	2	29	7.12
Zork Series	Infcm	All	7	122	7.09
Lode Runner	EA	All	6	60	7.07
Sorcerer	Infcm	All	5	58	7.07
Ultima II	Orign	Ap	8	61	7.00
Ultima I	Orign	Ap	2	48	6.96
Deadline	Infcm	Ap,At,I	3	44	6.94
Galactic Advntres	SSI	Ap,At	4	35	6.90
Hitchhiker's Guide	Infcm	All	4	108	6.86
Planetfall	Infcm	All	3	51	6.86
Racing Dest Set	EA	C	3	49	6.78
Moebius	Orign	Ap	2	21	6.71
Wishbringer	Infcm	All	2	42	6.68
Archon II	EA	C,Ap,At	4	76	6.64
Karateka	Brodr	C,Ap,At	3	79	6.64
Suspended	Infcm	At,Ap,I	6	61	6.63
Mig Alley Ace	MicPr	C,At	3	40	6.55
Suspect	Infcm	Ap,At,I	2	48	6.39
Infidel	Infcm	All	3	52	6.38
Gemstone Warrior	SSI	C,Ap,At	3	76	6.36
Sky Fox	EA	Ap,I,Am	2	107	6.30
Six Gun Shootout	SSI	C,Ap,At	3	69	6.29
Mask of the Sun	Brodr	Ap,At	1	26	6.27
Hacker	Actvs	C,Ap,At	3	41	6.24
Seastalker	Infcm	All	1	46	6.17
Amazon	Telrm	C,Ap,I	1	23	6.13
Witness	Infcm	All	3	43	6.10
Murder on Zinder	EA	All	4	71	6.08
Solo Flight	MicPr	C,Ap,At	2	23	6.04
Alternate Reality	Dasft	C,Ap,At	1	28	5.89
Dam Busters	Accld	C,Ap,I	3	21	5.57
Eidolon	Epyx	C,Ap,At	2	31	5.55
Kobayashi Alt	SimSh	C,Ap,I	2	34	5.03

Circle Reader Service #16

Better Than RISK™

Power *-you know you love it.*



You used to play RISK as a kid. Maybe you still do sometimes – whenever you can get enough people together.

Did you ever wish you could play by yourself? Or make changes in the map? Wouldn't it be great if you could attack North Africa from North America? Or Japan from Brazil?

Announcing Lords of Conquest™ from Electronic Arts.

It isn't RISK... it's better.

It's a conquer-the-world board game that explodes with new life and new possibilities because it uses all the power of your computer. Every battle is alive with music, color graphics, and strategic challenges impossible in a board game.

Imagine...

...having an infinite number of unique maps to choose from, so each game is different.

...marching your armies onto warships for attacks across oceans.

...great multi-player games, complete with treaties, trades, and treachery.

...playing challenging solo games against an intelligent computer opponent.

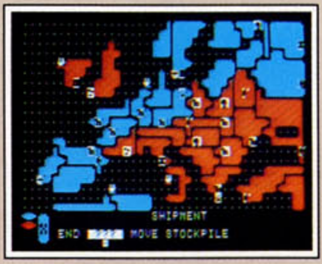
...a built-in game editor powerful enough to be called a "Strategy Game Construction Set."

Lords of Conquest. No more mucking around with cards and dice and little pieces of plastic that roll under the couch. Now you're free to concentrate on more important things. Like exterminating the opposition.



A Great Strategy Game

- *Five kinds of forces to fight with – horses, weapons, boats, territory positions, and cities.*
- *Five kinds of wealth to fight for – gold, timber, iron, coal, and herds of horses.*
- *For 1-4 players. As fun for one as it is for four.*



New Worlds to Conquer

- *An infinite variety of game maps.*
- *Create your own, or play any of 20 built-in maps like Ancient Rome, European Wars, and The World.*
- *The computer can generate unlimited random maps.*



Strategy Game Construction Set

- *Variable game settings – you set the locations and abundance of resources, forces, and transport.*
- *You decide the luck factor.*
- *4 levels of complexity.*
- *9 levels of handicapping.*

ELECTRONIC ARTS™

How to order: Visit your retailer. If you are unable to find the product at your local retailer, you can call 800-245-4525 for direct VISA or Mastercard orders (in CA call 800-562-1112). The direct price is $32.95 for the Commodore version. Apple and Atari versions coming soon. To buy by mail, send check or money order to Electronic Arts Direct Sales, P.O. Box 7530, San Mateo, CA 94403. Add $5 for shipping and handling ($7 Canadian). Allow 4 weeks for delivery. There is a 14-day, money-back guarantee on direct orders. For a complete product catalog, send 50¢ and a stamped, self-addressed envelope to Electronic Arts Catalog, 1820 Gateway Drive, San Mateo, CA 94404. RISK is a registered trademark of Parker Brothers Co. Commodore is a registered trademark of Commodore Business Machines. Apple is a registered trademark of Apple computers. Atari is a registered trademark of Atari. Borderlands and Cosmic Encounter are registered trademarks of EON Software. Lords of Conquest and Electronic Arts are registered trademarks of Electronic Arts.

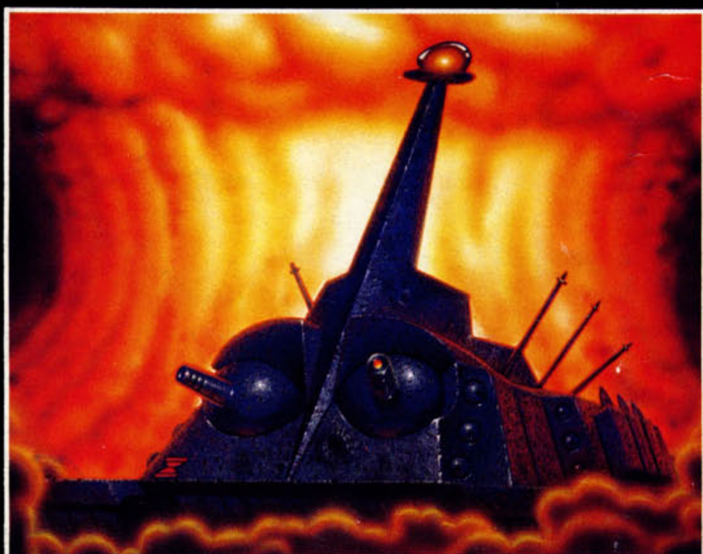
Lords of Conquest is based on the board game "Borderlands™" by EON – the creators of "Cosmic Encounter.™"

Origin Systems,
creators of the award-winning Ultima® series, presents:

OGRE

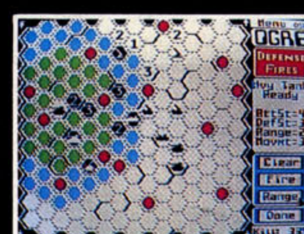
Total war against a juggernaut fighting machine
by Steve Meuse

Available on Apple®



A strategy game for one or two players, OGRE pits an array of infantry and armored forces against a single cybernetic supertank, bristling with weapons—the OGRE.

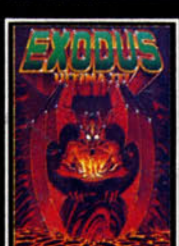
Adapted from the classic Steve Jackson board game, Computer OGRE epitomizes simplicity and play balance. Players can use standard game maps or design their own.



Using the RANGE option, a heavy tank considers its move and fire range.

OGRE—
the challenge of a lifetime is waiting.

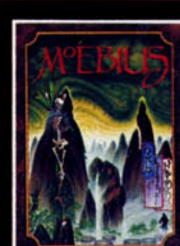
ORIGIN SYSTEMS INC. 340 HARVEY ROAD, MANCHESTER, NH 03103 (603) 644-3360



ULTIMA™ III sends you on an incredible fantasy role-playing journey through monster-plagued Sosaria in search of the elusive Exodus.



ULTIMA™ IV is the long-awaited sequel to Ultima™ III. The Quest of the Avatar is a quest to the final frontier—the self.



MOEBIUS™ takes you through the elemental planes of a colorful Oriental world of fantasy and adventure in search of the Orb of Celestial Harmony.



AUTODUEL™ is a futuristic fast-paced strategy role-playing game where the right of way goes to the biggest guns.

OGRE and Autoduel are registered trademarks of Steve Jackson Games, Incorporated. Ultima is a registered trademark of Richard Garriott. Moebius is a trademark of Greg Malone.

Authors wanted. Call us today.